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Expansion Pack

Dark Age of Camelot TRIALS of ATLANTIS[™]



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Prima's Official Strategy Guide

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Introduction

With the *Dark Age of Camelot: Trials of Atlantis* expansion, Mythic Entertainment has introduced a whole new dimension of game play and a huge amount of new content. In essence, they have added an expansion aimed primarily at high-level players, between 40 and 50.

The key factors in this expansion include three new races (one per Realm), underwater exploration, new quests and special “artifact” quests, the Trials themselves, and the new Master Level abilities.

There are many other changes, some subtle and some less so. In this book, we will bring you information about this new content, including many S*P*O*I*L*E*R*S, which we recommend you use sparingly in order to get the most out of the game.

- Chapter 1 discusses the major changes that have been introduced with the *Trials of Atlantis*.
- Chapter 2 looks at the various ways to approach the new land of Atlantis and its many options.
- Chapter 3 gives you some information about the quests introduced in Atlantis. These are the kinds of quests you are used to, where you talk to an NPC and get the quest, then follow the steps as they appear in your journal.
- Chapter 4 walks you through the Trials. Each Trial consists of 10 or 11 separate encounters. Unlike quests, these encounters do not offer step-by-step guidance, but are initiated from simple clues and your own research and exploration. However, Chapter 4 gives you plenty of information, enough to find and complete each of the encounters.
- Chapter 5 introduces the new Master Levels and the Master Level Abilities. It also includes information about what mobs you will have to fight in order to level up your Master Levels.
- Chapter 6 contains a full list of artifacts, plus a guide to each of the artifact encounters and the types of mobs that drop the scrolls needed to activate the artifacts.
- Chapter 7 is for crafters and lists formulae for breathing potions and elemental weapons.
- Chapter 8 contains maps of the various Atlantis areas, including lists of creatures found in each zone and their levels.

IMPORTANT INFORMATION

Please be advised that Mythic will continue to make changes to *Dark Age of Camelot* and to the *Trials of Atlantis* expansion. The information in this book is current and up-to-date as of this writing, but it is subject to change.





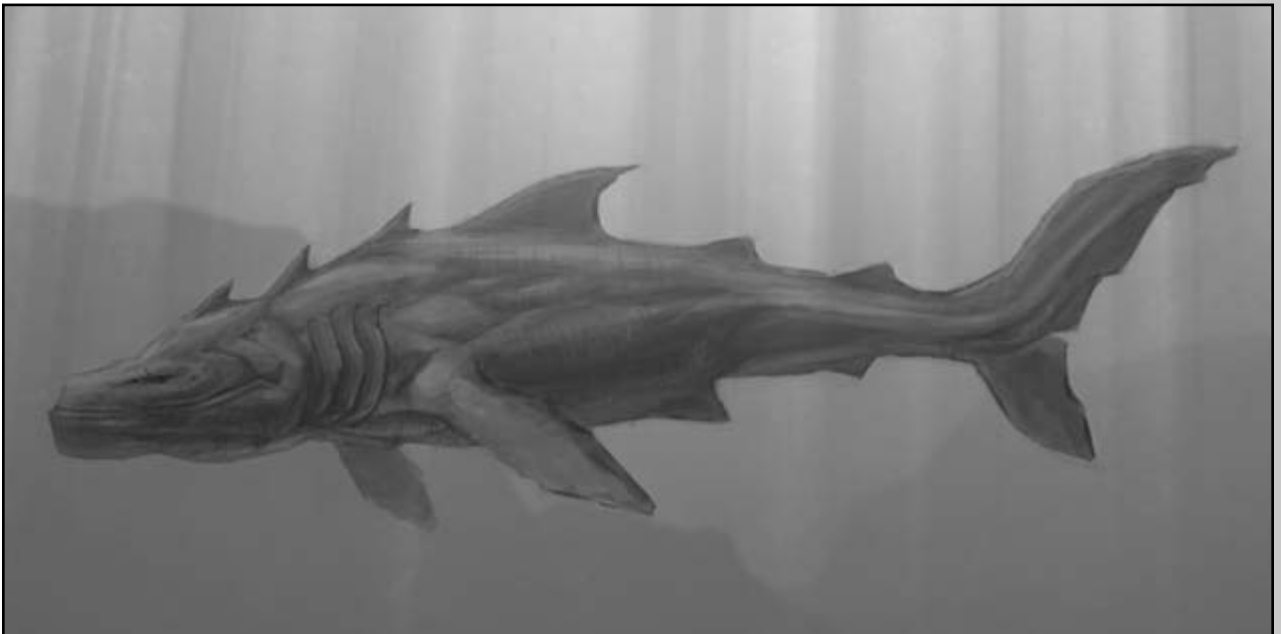
Chapter 1

What's New in Atlantis?

With the *Trials of Atlantis* expansion adds several basic interface and game play changes. This chapter covers:

- New Races
- Underwater Exploration
- Boats and Boat Routes
- Slash Commands
- Battlegroups

What this chapter does not cover are the new Zones, new quests, the Trials themselves, the artifacts and the Master Levels. These will all be covered in their own chapters.





New Races

There are three new races with the advent of the *Trials of Atlantis* expansion, one for each Realm. Albion is represented by the Half Ogre Midgard by the Frostalf, and Hibernia by the Shar.

Half Ogre

This Strength and Constitution based race is mammoth compared to many of the other Albion races. Towering over the enemy on the battlefield, this race can get an enemy's attention during combat. The Half Ogre's high Constitution makes it a tough target to take down; however its low Dexterity provides a small defensive tradeoff, since Dexterity affects your chances to block, parry, and evade. For Albion casters who have a baseline lifetap, Half Ogres make a reasonable choice as a tough caster who can take more punishment than most of his casting brethren.

Available Classes

Armsman
Cabalist
Mercenary
Sorcerer
Theurgist
Wizard

Vital Stats

| | |
|-----|----|
| Str | 90 |
| Con | 70 |
| Dex | 40 |
| Qui | 40 |
| Int | 60 |
| Pie | 60 |
| Emp | 60 |
| Cha | 60 |

Choosing a Class

Armsman

A Half Ogre Armsman is an impressive figure on the battlefield. Large and covered in steel, he inspires fear in opponents who spot him. His high Strength and low Quickness makes him ideal for a heavy front-loaded attack style utilizing a polearm other two-handed weapon. A Half Ogre's lower Dexterity makes him a slightly less proficient defensive character; however with careful equipment selection and good buffs, this lower Dexterity is nullified. At character creation, add some points into Dex and Con to help boost the survivability of the character even further. This makes a Half Ogre Armsman an effective tank in both RvR combat and PvE combat.

Mercenary

Mercenaries have many of the same advantages and disadvantages as Armsmen, based on the Half Ogre's starting statistics. However, since most Mercenaries choose to spec Dual Wield over sword and board, the loss of Dexterity is not a major factor. A Half Ogre Mercenary gets slightly less damage output from their bow weapons, but most Mercenaries don't use bows enough to make that a significant concern.

Trials of Atlantis Changes

Sorcerer

Half Ogres have high Constitution, but only average intelligence and below average Dexterity. As a result, a Half Ogre Sorcerer's casting time would suffer compared with that of some other Albion races. However, there are some items in Trials of Atlantis that would allow a Half Ogre Sorcerer to overcap his Dexterity and therefore drop the casting time for spells. Due to the Half Ogre's increased Constitution, the recent addition of a level 50-baseline lifetap spell in their spell lists makes for a powerful character that is difficult to kill.

Cabalist

With many of the same advantages as a Sorcerer in terms of spell selection and statistics, the Half Ogre makes an average Cabalist. This race selection has no Cabalist specific pros or cons—a Half Ogre Cabalist is a character you choose for the style aspect.

Theurgist

Similar to the Cabalist, this race choice has no inherently flawed aspects to it; it is mostly a style choice. However, the lower Dexterity may cause some issues for the caster when it comes to casting multiple pets in a situation where mobs or other players are trying to interrupt you.

Wizard

From a fire Wizard perspective, this race selection doesn't hurt your performance in a significant way. You're able to take bolts from enemy bolt casters without dying, and your bolt damage is slightly less in return due to having 60 intelligence versus an Avalonian's higher Intelligence. Ice spec Wizards, when dressed appropriately, can sometimes disguise themselves as a tank to follow the tanks into combat for a PBAE assault. A minor consideration for the reward of being mistaken for a tank is that, with the Half Ogre's lower Dexterity, you would be hard pressed to get your spells to the fastest casting time.





Frostalf

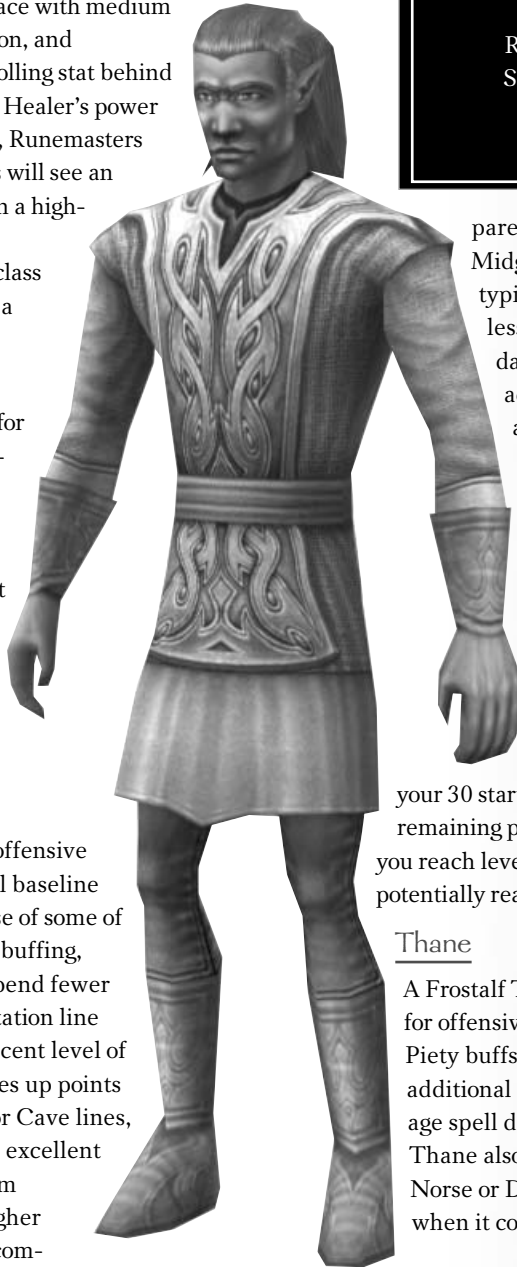
This race is a piety driven race with medium stats in Strength, Constitution, and Dexterity. Piety is the controlling stat behind casting damage spells and a Healer's power pool. Thanes, Spiritmasters, Runemasters and Cave specced Shamans will see an increase in damage based on a higher base Piety level, as such Frostalf's make a tempting class for players wishing to make a ranged damage character.

Choosing a Class

As you can see, the choices for Frostalf's are primarily casting damage and healing oriented classes, with the exception of the Hunter. However, given the way stat caps currently work in the game, you may want to give some consideration to the placement of your initial 30 attribute points.

Cave Specced Shaman

A Frostalf makes a decent offensive Shaman with the additional baseline piety. With the selective use of some of the Oceanus quests during buffing, Shamans are now able to spend fewer spec points in the Augmentation line while still maintaining a decent level of buff effectiveness. This frees up points to add in either the Mend or Cave lines, making *Trials of Atlantis* an excellent time to make a Shaman from scratch. Frostalfs have a higher baseline Piety level: 75 as com-



Available Classes

Thane
Runemaster
Spiritmaster
Shaman
Hunter

Vital Stats

| | |
|-----|----|
| Str | 55 |
| Con | 55 |
| Dex | 55 |
| Qui | 60 |
| Int | 60 |
| Pie | 75 |
| Emp | 60 |
| Cha | 60 |

pared with other Midgard classes, which typically have 60 or less. Since Shaman

damage is not effected by Piety buffs, this additional 15 Piety adds directly to the damage potential of a Frostalf Shaman when compared to his less pious brothers.

Also, when you consider the Frostalf Shaman in RvR, keep in mind that this class has no Quickcast ability, meaning that their casting is subject to interruption by a variety of possible events. Without the Quickcast ability, it would be beneficial to ensure that your Shaman can cast as quickly as possible. Even though a Shaman can self buff Str and Con, it may be wise to place some of

your 30 starting points in Dex and Con and spread any remaining points at your discretion. It is likely that once you reach level 50 and obtain a realm rank of 5, you can potentially reach 300 with most of your important stats.

Thane

A Frostalf Thane will trade some defensive survivability for offensive potential through their Stormcalling line. Piety buffs do not impact Thane spell damage, so the additional character Piety will boost Thane direct damage spell damage by a small amount. The Frostalf Thane also starts with slightly higher Dex than his Norse or Dwarf counterparts, providing a slight edge when it comes to blocking and parrying. With judicious

Trials of Atlantis Changes

use of Trials of Atlantis armor drops along with enhancing Dex, Str and Con at the Character Creation screen, a Frostalf Thane should be able to obtain stats similar to those of a Norse or Dwarf Thane at level 50. However, it is unlikely that a Frostalf Thane will be able to benefit from extreme stat capping.

Healer

A Frostalf Healer would be an average Healer, with less Constitution when compared with a Dwarf. With only a moderate increase in power pool from the baseline Piety, there is little to gain by creating a Frostalf Healer.

Runemaster

The Frostalf makes an excellent choice as the primary damage dealing caster in Midgard. Runemaster damage increases increased Piety. Since Runemasters are affected by Shaman piety buffs, they can efficiently increase their damage by a decent amount by wearing Piety cap items from *Trials of Atlantis* – meaning that 300 Piety is an obtainable goal for Frostalf Runemaster. Although a Frostalf Runemaster would have a slight decrease in Con compared with a Dwarf Runemaster, the higher Dex will make them cast faster. So while they will have slightly fewer hit points they will be able to cast their direct damage spells faster, and potentially deal out damage more quickly.

Spiritmaster

A pet caster for Midgard, the Spiritmaster will make an excellent Darkness or Suppression spec'd Frostalf

caster. The heightened Piety and high Dex will make it so that a Spiritmasters spells can be cast faster and hit harder. For the Suppression Spiritmaster, this means extra high damage point-blank spells against enemy groups. For the Darkness Spiritmaster, the added damage over time they gain by making a Frostalf caster could allow them to cast lifetaps faster and more powerfully, resulting in more health regained. This will increase their survivability, enhancing the strength of this character in small group combat. For the Summoning spec Spiritmaster, the Frostalf bestows no significant benefit to the caster over any other race choice.

Hunter

The Frostalf is an average choice for a Hunter. Hunters gain no benefit from added Piety, and since Hunters gain both Dex and Qui as they approach level 50, the heightened Dex will not particularly help the high-level Hunter. One reason to choose a Frostalf Hunter is for style and to add variety to your Realm, or to the a role-playing aspect of your game. A Frostalf will have average hitpoints and below average Strength, resulting in a slight decrease in spear damage and carrying capacity; however with good gear and buffs, any potential disparity between this Hunter and his fellow Hunter races could be kept to a minimum.





Shar

The Shar is a high-Constitution class without too many major drawbacks. It could be a good fighter, particularly a decent Champion.

Choosing a Class

Hero

A Shar makes a balanced hero, with heightened Constitution and average Strength. Much like Midgard's Dwarf race, the Shar trades a hardy nature for a slight decrease in Dexterity, but that decrease can be compensated with items and buffs. The slightly lower Quickness statistic allows for more frontloading with the large weapon spec choice. If a large number of Constitution points are added in at creation, it is possible that a Shar hero has the highest potential hit points in the game when accounting for Realm abilities, Stag form, and base Constitution. The Shar is an average choice for a Hero, but has an exotic feel that goes well with some people's tastes.

Blademaster

A Shar Blademaster has average combat effectiveness with pierce spec and slightly better-than-average combat performance with blade and blunt spec paths. When using Triple-wield, enemy critical attacks are negated, making the higher Constitution of a Shar especially beneficial, since they would tend to take less damage than other races. This is because of the higher Constitution and how it affects damage taken.

Available Classes

Hero
Champion
Blademaster
Ranger
Mentalist

Vital Stats

| | |
|-----|----|
| Str | 60 |
| Con | 80 |
| Dex | 50 |
| Qui | 50 |
| Int | 60 |
| Pie | 60 |
| Emp | 60 |
| Cha | 60 |

Champion

Much like the Hero, a Shar Champion is a decent fighter. If you choose the large weapon spec, the lower Dexterity and Quickness will have a very small detrimental impact on Shar Champion's RvR and PvE performance. The higher Constitution allows for a few more hit points on a character that already does very well in a one-on-one environment. Shar should make solid Champions.

Ranger

With slightly lower Dexterity than his Hibernian peers, a Shar Ranger has a correspondingly slower draw time, and does a little less damage with their bow shots. The tradeoff is that when they come into close contact with other stealth classes, their added hit points allow them to last slightly longer than Lurikeens or Celts. Having a higher base hit point pool also affects how large a heal you get from the Realm Ability Ignore Pain, making a Shar Ranger a tough character for other stealthers to kill. With good buffs and equipment it's possible for a Shar Ranger to get close to 300 Dexterity—the magic number where you see above average damage with your bowshots.

Mentalist

A Shar Mentalist has the highest Con of any Hibernian caster, but with lower Dexterity, it doesn't make the best choice for a caster class.

Trials of Atlantis Changes





Underwater Exploration

Moving underwater is just like moving on land, except that you can go up and down (using the Up and Down keys on your keyboard). Oh, and you can drown...

When you first dive down below the surface, you're ok for a short time, but almost immediately you'll start getting messages every three seconds like "You are holding your breath and will start taking damage in XX seconds." If you ignore those messages, you'll start taking damage within 30 seconds of going underwater, receiving further notification "You cannot breathe underwater and take damage. You lose XX% of your hits in damage. You will drown in XX seconds." So, if you don't do something, you'll die quite quickly.

The most common solution to this problem is to use potions that allow you to breathe underwater. Potions are available from various sources (see chart below).

Store-bought potions are relatively the weakest solution with three charges that last 30 minutes each. Player-made potions are much better, with 20 charges, each of which lasts

one hour. In addition to these two common options, there are several others (see the chart on the next page. All breathing methods also affect your swimming speed.

Bounty Potions

You can buy water breathing potions at the bounty stores, using bounty points. Bounty stores can be found in their normal locations in the old world, or in the Havens in the Atlantis Trial areas (see below for a list of new bounty NPCs). The bounty version of the potion has 5 charges and each of which lasts for one hour, and allows you to move at 85% normal land speed. (Note that normal abilities, spells, songs, and other speed-buffing magic will increase underwater speed just like land speed.)

Alchemy Potions

Alchemists can create greater nereid potions, which have 20 charges and last for an hour, allowing you to move at 90% normal land speed (plus any speed buffs).

Since underwater combat is slightly more challenging than regular land combat, you will get higher camp bonus experience for underwater encounters, similar to the bonus given by hunting in dungeons.

Merchants Who Sell Breathing Potions

| <u>Albion</u> | <u>Midgard</u> | <u>Hibernia</u> |
|---------------------------|------------------------------|---------------------------|
| Ruins of Atlantis: Ramzia | Ruinerar av Atlantis: Kodran | Scios de Atlantis: Deivin |
| Oceanus Haven: Amabelle | Oceanus Haven: Domarr | Oceanus Haven: Torcaill |
| Stygia Haven: Colsen | Stygia Haven: Sevald | Stygia Haven: Bylana |
| Volcanus Haven: Mouna | Volcanus Haven: Priska | Volcanus Haven: Kyne |
| Aerus Haven: Teyrn | Aerus Haven: Teklan | Aerus Haven: Peggy |

Bounty Breathing Potions

| |
|----------------------------------|
| Atlantis Starting Zones: Allyney |
| Oceanus Haven: Talen |
| Stygia Haven: Winn |
| Aerus Haven: Arlene |
| Volcanus Haven: Markham |

TOA Changes

| Breathing Potions and Other Water Breathing Aids | | | | |
|--|-----------------|---------|----------|-----------------|
| Name | Type | Charges | Duration | % of Land Speed |
| Potion of Aquatic Respiration | store bought | 3 | 30 min | 80% |
| Greater Nereid Potion | crafted | 20 | 1 hour | 95% |
| Serous Constant Underwater Breathing Aid | bounty points | 5 | 1 hour | 85% |
| Sip of Ancient Mead | dropped | 5 | 40 min | 90% |
| Potion of Aquatic Freedom | quest reward | 10 | 1 hour | 85% |
| Alvarus' Leggings | artifact | n/a | 10 mins | 100% |
| Soujourner MA | Unending Breath | n/a | 30 mins | 100% |

Boats and Boat Routes

Unless you like swimming a lot, you'll probably want to become familiar with the boating options in Atlantis. There are two types of boats: boat ferries and personal boats.

Boat Ferries

Boats run regular routes between various ports in Atlantis, and you can catch a ride at any time for free. Unlike horses, which you can rent from a horse trader on the mainlands, boats run on a set schedule, so you may have to wait at the appropriate dock for your ship to come in.

To determine which boat comes to a particular dock, talk to the dock master or dock mistress. They'll be happy to tell you which routes are served on their dock.

To board a boat, simply double-click on it. To get out of a boat, use your jump key, but be careful. If you jump off a boat that's not at a dock, you'll end up in the drink swimming after the quickly disappearing craft. Of course, there will be times when you want to do that intentionally, if your boat happens to be passing close to your current destination.

Boats and Link Death

Unfortunately, if you go LD (or log) while on a moving boat, you will return to the game somewhere out in the middle of the water. This is true of ferries or personal boats. Your only options at that point would be to swim or /release to your most recent bind location.

Boat Destinations

Oceanus Haven

- Stygia
- Volcanus
- Aerus

Volcanus Haven

- Oceanus
- Aerus

Stygia Haven

- Oceanus
- Volcanus

Aerus

- Oceanus
- Stygia

| Boat Routes by Name | | |
|---------------------|----------------|-------------------|
| Route Name | Start | Finish |
| Stygian Queen | Hesperos Haven | Stygia Haven |
| Aerus Route | Hesperos Haven | Aerus Haven |
| Volcanus Route | Hesperos Haven | Haven of Volcanus |



Personal Boats

Boat ferries are helpful, but they only travel on specific routes. If you want to explore more freely, you may want to try a personal boat, which can go anywhere on the ocean, as long as the water is deep enough.

Personal boats are a great way to get around, but only if you have passengers. These boats cannot be handled by one player alone, so you must have help. The number of required passengers is one quarter the capacity of the boat. So, for skiff with a maximum capacity of eight passengers, you must have at least two to operate the craft. The cog, with a capacity of 32 passengers, requires at least 8 to get moving.

A boat's speed is based on the number of people in it. If you have the minimum necessary to get the boat moving, you will go at half speed. If you have anywhere between half full and full you will move at the maximum speed the boat can attain.

Operating a Personal Boat

Boats are surprisingly light, so you can carry them in your inventory. When you are ready to use your boat, simply drop it into the water. Note that you must drop it into water deep enough to allow the boat to float, or you'll get a message telling you that you can't drop it. Once the boat is happily floating in the water, use the following commands and methods to use it:

Boat Commands

| | |
|---|--|
| <code>/vboard</code> | Board your personal boat |
| <code>/vinvite</code> | Invite someone onto a personal boat |
| <code>/vboot</code> | Kick someone off a personal boat |
| <code>/vforward</code> | Start a personal boat moving |
| <code>/vstop</code> | Stop a personal boat |
| <code>/vdest <x,y></code> | Set destination coords |
| <code>/vfollow</code> | Follow another boat. |
| <code>/vset <public/private></code> | Sets your boat's access as public or private. If it is set to public, anyone can double-click on your boat to board it. If it is set to private, you must specifically <code>/invite</code> them to allow them to board. |

Although you can use the slash commands shown in the table are often useful, the easiest way to move around is to `/invite` the people you will travel with, pull back your camera angle (default ~ (tilde)) and simply click where you want to go. Alternatively, if you know your destination `/loc`, type in `/vdestination <loc>` to begin moving to that spot.

Where to Purchase Boats

Boats are available from shipwrights, located at the docks of the various Atlantean havens. Here is a list of shipwrights:

Albion

- Shipwright Higuel (Oceanus dock)
- Shipwright Pierrel (Stygia dock)
- Shipwright Fanceen (Volcanus dock)
- Shipwright Blisse (Aerus dock)

Midgard

- Shipwright Maik (Oceanus dock)
- Shipwright Ydeneye (Stygia dock)
- Shipwright Dyna (Volcanus dock)
- Shipwright Amunde (Aerus dock)

Hibernia

- Shipwright Tonwena (Oceanus dock)
- Shipwright Honyn (Stygia dock)
- Shipwright Duvian (Volcanus dock)
- Shipwright Cardixa (Aerus dock)



TOA Changes

Command Changes

Several new slash commands were added with the *Trials of Atlantis* expansion, in some cases increasing the range of possible actions. We have also included new commands related to player housing.

Command Changes and Additions

| | |
|-----------------------------|---|
| /use2 | Used to activate an item's secondary ability, if there is one |
| /housefriend | Used to allow someone access to your house |
| /knock | Used to announce yourself at someone's house |
| /houseface | Used to turn in the direction of your house |
| /house | Provides information about your house |
| /boot | Forcibly ejects someone from your house |
| /search | Search in an area – must be searchable |
| /dig | Dig in an area if that is allowed |
| /forage | Forage in an area if that is allowed |
| /survey | Survey an area if that is allowed |
| /mine | Mine an area if that is allowed |
| /harvest | Harvest from an area if that is allowed |
| /plant | Plant in an area if that is allowed |
| /listen | Allows you to listen in on a conversation |
| /lore | Used in quests and encounters |
| /hide | Used in quests and encounters |
| /master | Displays the master level window |
| /interact | Read a selected item if it can be read |
| /water | Water a plant, if that is allowed |
| /excavate | Perform an excavation in an allowed area |
| /fertilize | Fertilize plants if that is allowed |
| /bury | Bury an item if that is allowed |
| /turn | Used in quests and encounters |
| /faceloc <x,y> | Face in the direction of a set of x/y coordinates |
| /setdest <x,y> | Boat command, lets you set destination coords |
| /vdest <x,y> | Boat command, lets you set destination coords |
| /vfollow | Boat command that lets you follow another boat |
| /vinvite | Invite and bring someone onto a personal boat |
| /vboot | Kick someone off a personal boat |
| /vforward | Start a personal boat moving |
| /vstop | Stop a personal boat |
| /vboard | Board your personal boat |
| /hood | Toggle your hood on or off if you have one |
| /battlegroup | Preface all battlegroup commands |



Battlegroups

Have you ever been on a big raid with a dozen or more groups and watched the stronger groups get the credit and rewards? Well, now there's a new way to go on big expeditions. Battlegroups allow you to get together with up to 199 of your friends (for a grand total of 200 maximum) and share the credit.

Battlegroups are set up much like chat groups, but the main difference is that all members of a battlegroup will get credit for completing an encounter, if that encounter has been set as a battlegroup encounter. What this means is that members of a battlegroup won't get full credit for all encounters — only those that are flagged specifically for battlegroups. Fortunately, many of the specific large-scale encounters you'll face while completing the *Trials of Atlantis* are among those that work with battlegroups.

Like chat groups, battlegroups have their own set of commands associated.

Battlegroup Commands

| | |
|--|--|
| <code>/battlegroup invite [playername]</code> | Invites the specified player to the battlegroup |
| <code>/battlegroup who</code> | Lists all members of the battlegroup |
| <code>/battlegroup groups</code> | Identifies who is grouped within the battlegroup, with people outside the group, or solo. |
| <code>/battlegroup loot treasurer/normal</code> | Toggles the treasurer feature on and off |
| <code>/battlegroup treasurer [name]</code> | Designates the specified player as the treasurer for the battlegroup |
| <code>/battlegroup lootlevel [level]</code> | Sets a threshold for the level an item must be to enter into this system |
| <code>/battlegroup remove [playername]</code> | Removes the specified player from the battlegroup |
| <code>/battlegroup leave</code> | Remove oneself from the battlegroup |
| <code>/battlegroup listen</code> | Puts the battlegroup on listen mode; only the moderator and leaders can speak |
| <code>/battlegroup leader</code> | Declare another member of the battlegroup as leader; this player can invite other players into the battlegroup and speak when the battlegroup is on listen mode. |
| <code>/battlegroup public</code> | The battlegroup is public and anyone can join by typing /cg join |
| <code>/battlegroup private</code> | The battlegroup is invite or password-only |
| <code>/battlegroup join [moderator name]</code> | Join a public battlegroup by name of the moderator |
| <code>/battlegroup join [moderator name] [pw]</code> | Join a private battlegroup which has a password set |
| <code>/battlegroup password</code> | Display the current password for the battlegroup (moderator only) |
| <code>/battlegroup password clear</code> | Clears the current password (moderator only) |
| <code>/battlegroup password [new password]</code> | Sets a new password |

Note

You can use `/bg` or `/bu` to initiate battlegroup commands.



Chapter 2

Getting Started in Atlantis

The *Trials of Atlantis* expansion to the *Dark Age of Camelot* involves more than just new lands, more monsters and new quests. There's all that... and much more. So how do you approach this new world? What can you do there, and how will you go about it?

Getting to Atlantis

There are three ways to get to Atlantis: boats, frontier keep portals, and housing portal merchants.

You can take a boat to Atlantis from the following locations:

- Albion: Caer Gothwaite dock
- Midgard: Aegirhamn dock
- Hibernia: A new dock on the river at the base of the Grove of Domnann

You can also reach Atlantis by talking with the teleporters in the following keeps:

- **Albion:** Castle Sauvage and Gothwaite Teleporters
- **Midgard:** Svasud and Aegirhamn Teleporters
- **Hibernia:** Druim Ligen and Domnann Teleporters

Travel in Atlantis

Boat Travel

In the previous chapter, we introduced the idea of the “boat ferry” which you can use to travel to various locations in Oceanus. Here's a list of those boat routes. The table below lists the names of the routes and their starting and ending points. You can also see the boat routes visually by looking at the maps in Chapter 8.

Oceanus Haven

- Stygia
- Volcanus
- Aerus

Volcanus Haven

- Oceanus
- Aerus

Stygia Haven

- Oceanus
- Volcanus

Aerus

- Oceanus
- Stygia

| Boat Routes by Name | | |
|---------------------|----------------|-------------------|
| Route Name | Start | Finish |
| Stygian Queen | Hesperos Haven | Stygia Haven |
| Aerus Route | Hesperos Haven | Aerus Haven |
| Volcanus Route | Hesperos Haven | Haven of Volcanus |



Djinn Stones



Djinn stones are located in the various havens: Oceanus Haven, Volcanus Haven, Stygia Haven, and Aerus Haven. Using these stones, you can move quickly from one zone to another without having to get seasick on the way.

Shark Routes

Yes, you can ride a shark! Stablemasters have been added to the docks outside of each of the Havens. There is also a stablemaster in Mesothalassa who has routes to each of the Havens. These merchants also have a ticket that gives you a tour of some of the more important areas and features of their respective zones.

- Feurbe (17k, 16k) is the Oceanus Haven Stablemaster with routes to the Mesothalassa stablemaster, and a tour of Oceanus Hesperos.
- Lokhas (34k, 38k) is the Mesothalassa stablemaster with routes to Haven of Oceanus, Haven of Aerus, Haven of Stygia, Haven of Volcanus and a tour of Mesothalassa.
- Splorgorf (53k, 33k) is the Volcanus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Anatole.
- Estcheron (40k, 62k) is the Stygia Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Boreal.
- Gombuor (53k, 55k) is the Aerus Haven stablemaster with routes to the Mesothalassa stablemaster and a tour of Oceanus Notos.

Riding a shark is exactly like riding a horse, except for one thing. You will want to remember your breathing potions. The whole ride will be underwater. You didn't think sharks would fly, did you?

To end your hammerhead odyssey, simply use the jump key (the same as dismounting a horse).



Getting Started in Atlantis

Atlantis Requirements

While anyone can go to the land of Atlantis, the land is dangerous and is geared toward players above level 40. Many of the encounters and quests in the game require large groups of high-level players, and most of the mobs still con yellow to purple to level 50s. This is definitely not the newbie zone, and it definitely will challenge the high-level players and offer plenty of new adventures.

Different Strokes

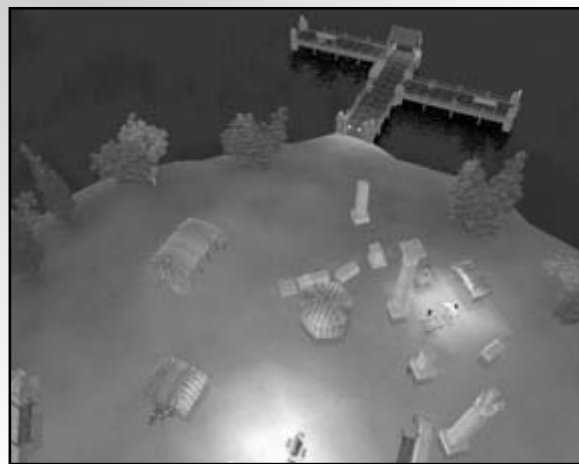
So what is there to do in Atlantis?

The answer to that question is.... Plenty. Although there is no set and strict path, and you can do anything you want, pretty much in any order, there are several types of adventures you can have:

- You can simply explore. There is plenty above and below the surface of the water. Spend some time looking around and getting familiar with the environment. Who knows? You might get some very interesting drops from various mobs.
- You can complete some of the quests and get some powerful new weapons, armor and magical items. Completing the quests is also a great way to become more familiar with Atlantis, and, since some quests are geared for players below level 50, they can be a good source of experience, as well. Some quests grant over 2 billion xp!
- You can search for the artifacts of Atlantis, very powerful items that can magically enhance your skills, and they look pretty cool, too.
- You can attempt the Trials themselves and earn the Master Level powers, further enhancing your character's abilities.

First Steps – Wading In

When you first arrive in Atlantis, you will arrive at the entrance zone to Atlantis, known as the Ruins of Atlantis, or the “remnant zone.” You’ll find a dock, a small tent city, some researcher NPCs and a large building on a hill. Speak with any of the NPCs to get some background information. If you really want to figure out the riddles of Atlantis on your own, you’ll need to pay close attention to what the various researchers and scholars tell you.



When you are done elsewhere in the ruins, go into the large building on the hill and talk to everyone there, especially the Arbiter. In order to participate in the *Trials of Atlantis*, you must speak with the Arbiter! Once you have done so, you can enter the portal next to him and enter the real Atlantis.

Don't Forget

Remember the Arbiter. If you are fortunate enough to complete any of the nine Trials, you will want to return to him to pick your path and choose new Master Level skills.



Taking the Portal

The portal from the Ruins will take you to the haven in Oceanus Hesperos. This is where your Atlantean adventure will really begin.

We recommend that you stock up on a few potions of aquatic respiration, which will allow you to breathe underwater. You can obtain them in Haven of Oceanus from the poison merchant, Amabelle. Look on page 3 for her wares. Each potion can be used up to three times, and will allow you to breathe underwater for 30 minutes each time you use it.

To use a breathing potion, simply place it on your Quick Bar and “use” it.

From here, you can begin your adventures in Atlantis. Around the Haven of Oceanus are several NPCs who can give you quests. These quests are the kind you are used to from other areas of DAoC, and completing them can reward you with some nice armor and items.

You can also take boats from the three docks, with options to Volcanus, Stygia or Aerus.

If you want to return to the Ruins of Atlantis, you can take the portal up the hill from the town.

That’s about all you need to know at this point. Explore. Have fun. Good luck.





Chapter 3

Atlantis Quests

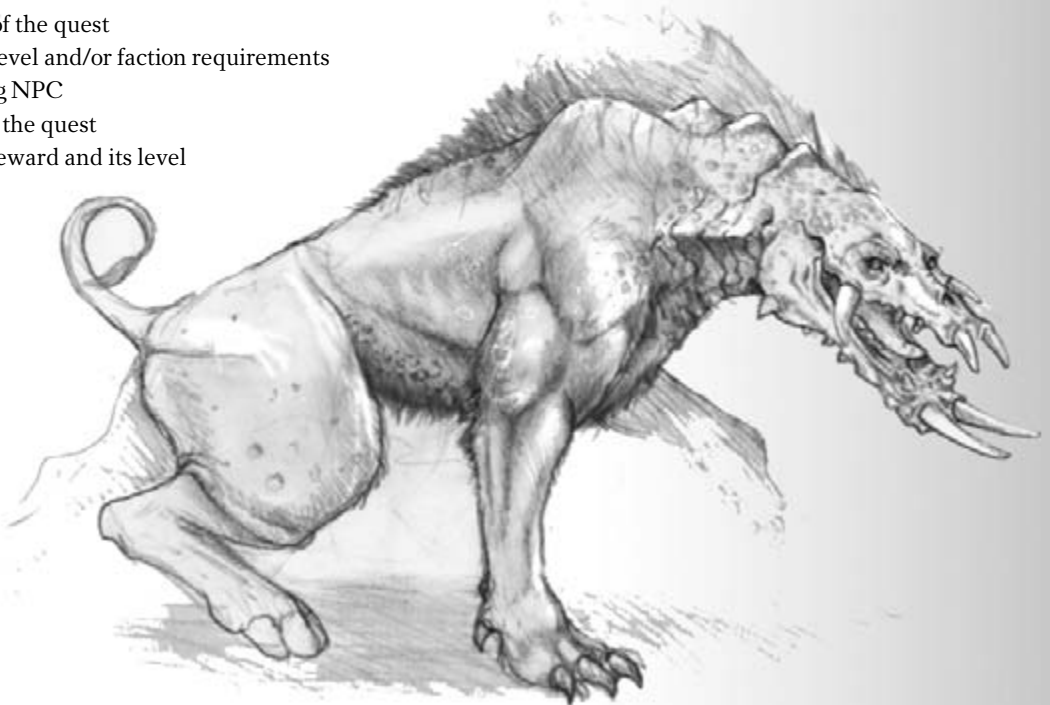
The new zones of Atlantis are full of opportunities for high-level adventurers, and certainly the Trials and the magical artifacts found throughout the zones promise some very desirable rewards. However, there also quite a few new quests to be found, and some of them offer fine rewards in themselves. In addition, several quests are designed to allow you to raise your faction with various groups. This may be necessary to accomplish other tasks that might come up.

These new quests function in much the same way as the quests in the previous zones. Rewards will vary according to your character's class. In some case, all classes will receive the same item, but with different stats appropriate to that class. In other cases, you may get entirely different items, based, again, on class.

In This Chapter

This chapter begins with a chart of all the new quests. The chart includes:

- The name of the quest
- Minimum level and/or faction requirements
- The starting NPC
- The area of the quest
- The basic reward and its level





Quest Chart

The chart below displays basic information about the quests available in Atlantis. On the pages that follow, we have also included a brief step-by-step guide to each quest, listed in the same order as they appear on this chart. Note that some quests will have different names and starting NPCs in different Realms. Also, please read the Quest Item Note on the next page.

| Quest Name | Quest Level | Starting NPC | Starting Area | Reward Type | Item Level |
|----------------------------|-------------|-------------------|-----------------|-------------|------------|
| The Other Side | 46 | Abtanu | Necropolis | Cloak | 48 |
| Lost in the Sands | 48 | Abtanu | Stygian Delta | Jewel | 48 |
| Parade for a Paladin | 46 | Trevor | Stygian Delta | Bracer | 48 |
| Welcoming for a Warrior | 46 | Rejmar | Stygian Delta | Bracer | 48 |
| Homecoming for a Hero | 46 | Stiabhan | Stygian Delta | Bracer | 48 |
| Riverside Menace | 48 | Pralen | Stygian Delta | Bracer | 48 |
| Telgar's Redemption | 48 | Telgar | Volcanus Haven | Belt | 50 |
| Sacrificial Rites | 48 | Algmar | Typhon's Reach | Ring | 50 |
| The Seven Coins | 49 | Edgan | Aerus Haven | Ring | 50 |
| Seven Coins | 49 | Hjerton | Aerus Haven | Ring | 50 |
| Search for the Seven Coins | 49 | Jowan | Aerus Haven | Ring | 50 |
| The Stone King | 49 | Henry | Aerus Haven | Cloak | 50 |
| The King of Stone | 49 | Anselm | Aerus Haven | Cloak | 50 |
| Stone King | 49 | Beward | Aerus Haven | Cloak | 50 |
| Wicoessa's Proposition | 46 | Wicoessa | Oceanus Haven | Chestpiece | 48 |
| Origins of the Harpies | 48 | Riranwyn | Oceanus Haven | Pants | 50 |
| Seed Pouch | 50 | Astoissi | Oceanus Haven | Helm | 50 |
| Priceless Antiques | 50 | Nydimeth | Oceanus Haven | Boots | 50 |
| Broken Communications | 50 | Rin | Oceanus Haven | Sleeves | 50 |
| Marauding Bandits | 46 | Hunter Relion | Stygian Delta | Weapon | 48 |
| Marauding Bandits | 46 | Ranger Relion | Stygian Delta | Weapon | 48 |
| Marauding Bandits | 46 | Scout Relion | Stygian Delta | Weapon | 48 |
| Aiding the Mau | 48 | Abasi | Stygian Delta | Totem | 50 |
| Nahkt's Fragmented Mind | 50 | Nahkt | Stygian Delta | Cloak | 50 |
| Magical Ingredients (Alb) | 48 | Alchemist Yilanna | Oceanus Anatole | Potion | N/A |
| Magical Ingredients (Mid) | 48 | Alchemist Yilanna | Oceanus Anatole | Potion | N/A |
| Magical Ingredients (Hib) | 48 | Alchemist Yilanna | Oceanus Anatole | Potion | N/A |

Atlantis Quests

| Quest Name | Quest Level | Starting NPC | Starting Area | Reward Type | Item Level | Notes |
|---------------------------|-------------|--------------|----------------|-------------------|------------|----------------|
| The Skyros Order, 30-39 | 30 | Sirina | Mesothalassa | Potion | 30 | faction boost |
| The Skyros Order, 40-50 | 40 | Sirina | Mesothalassa | Potion | 40 | faction boost |
| Naxos Society, 30-39 | 30 | Noula | Mesothalassa | Potion | 30 | faction boost |
| The Naxos Society, 40-50 | 40 | Noula | Mesothalassa | Potion | 40 | faction boost |
| The Melos Alliance, 30-39 | 30 | Mylia | Mesothalassa | Potion | 30 | faction boost |
| The Melos Alliance, 40-50 | 40 | Mylia | Mesothalassa | Potion | 40 | faction boost |
| Gems of Skyros | 40 | Alyciana | Mesothalassa | Jewelry | 42 | Skyros faction |
| The Secret of Naxos | 40 | Rydallos | Mesothalassa | Jewelry/Staff | 42 | Naxos faction |
| For the Love of a Nereid | 40 | Sollon | Mesothalassa | Armor | 42 | Melos faction |
| The Broken Tablet | 45 | Glycon | Mesothalassa | Armor | 47 | Skyros faction |
| Broken History | 45 | Rizon | Mesothalassa | Jewelry | 47 | Naxos faction |
| Stolen History | 45 | Belen | Mesothalassa | Jewelry | 47 | Melos faction |
| The Mau of Bastet | 45 | Inarus | Stygian Delta | Potion | 45 | faction boost |
| The Mau of Sekhmet | 45 | Inarus | Stygian Delta | Potion | 45 | faction boost |
| Guardians of Paleognosis | 45 | Tetian | Stygian Delta | Potion | 45 | faction boost |
| Wishes | 45 | Katebet | Stygian Delta | Armor | 47 | Maubastet |
| Setian Plans | 46 | Sanura | Stygian Delta | Jewelry | 48 | Mausekhmet |
| Wandering Ones | 47 | Malidah | Stygian Delta | Jewelry | 49 | Maubastet |
| Sekhmet's Messenger | 48 | Inihue | Stygian Delta | Armor | 50 | Mausekhmet |
| The Great Forge | 47 | Sudari | Typhon's Reach | Potion | 47 | faction boost |
| The Eleutheros Cyclopes | 48 | Eliana | Green Glades | Potion | 48 | faction boost |
| Jashan's Brother | 48 | Jashan | Arbor Glen | Chestpiece/Gloves | 50 | Eleuthoros |

QUEST ITEM NOTE

Please note that items obtained as rewards for the quests are customized for each character class. In some cases, you will receive an item by the same name, but the stats will be different. In other cases, each class will obtain more or less the same item, but both its name and its stats will be different. In still other cases, different classes or players in different Realms will obtain different items altogether.



Quest Details

The Other Side

Starting NPC

Abtanu

Location

Stygian Delta: 51k, 52k

Requirements

Positive Mau faction; level 46

Step 1: Talk to Abtanu

Step 2: Go to the Necropolis and give the cloak to Abteb, near the entrance.

Step 3: Kill a riverside crocodile and a sweltering dust devil. Both can be found in Stygia.

Step 4: Return to Abteb and talk to him.

Step 5: Use the powder at the entrance of the anubite temple (bottom of steps), located at 27k, 29.3k.

Step 6: Talk to Abteb again.

Step 7: Find Aponsul, say "cloak" and give him the cloak. You'll find Aponsul near the Black River in the Halls of Ma'ati.

Step 8: Talk to Abteb again.

Step 9: This time find the fishing net (around 5.4k, 38.2k) and destroy it.

Step 10: Talk to Abtanu to complete the quest.

Lost in the Sands

Starting NPC

Abtanu

Location

Stygian Delta: 51k, 52k

Requirements

Positive Mau faction; level 48

Step 1: Talk to Abtanu to get the quest.

Step 2: Talk to a Mau villager in the Mau town around 10k, 50k.

Step 3: Find Nemert, who should be somewhere around the Maubastet camp in random locations. He should give you a Diamond.

Step 4: You must now find Sesef, who is around 7k, 61k in the Land of Atum. He will be invisible until you get close enough. Kill him to get the Ornate Silver Device.

Step 5: Next, talk to Tey in the maubastet village (in Stygian Delta 8K, 52k).

Step 6: Kill three sweltering dust devils and get a Pile of Metallic Dust.

Step 7: Back to the Land of Atum, you need to find the spot east of the Great Pyramid at 38k, 36k. This spot can only be found during the day. You'll know you're there because you'll get a message stating, "Light seems to reach almost to the bottom at this point."

Step 8: Use the Metallic Dust at the bottom of the river to find the Sapphire.

Step 9: Go back to Nemert to get the next step.

Step 10: Go to about 7.6k, 62.1k in the Land of Atum and use the /dig command to find the Emerald. You'll have to fight several ghost scorpions when you find it.

Atlantis Quests

Step 11: Now go to the Necropolis in Land of Atum (10k, 10k). Search in the ground-level alcove on the left (when facing the Necropolis). Use the `/search` command to find the Ruby.

Step 12: Bring the Ornate Silver Device and the four gems to Tey and he'll tell you what to do next.

Step 13: Return to the Necropolis. At sunset, use the device, facing toward the Necropolis and be ready to fight Sekhmun Maubane. Defeat him.

Step 14: Return to Tey to complete the quest.



Parade for a Paladin / Welcoming for a Warrior / Homecoming for a Hero

Starting NPC

Albion: Trevor, Hibernia: Stiabhan (weapon merchant);
Midgard: Rejmar (an alchemy merchant)

Location

Haven of Stygia

Requirements

Level 46

Step 1-3: The first three steps all involve killing mobs – a large scorpion, a black crocodile, and two iaculi. After killing each, return to the quest giver to get the next step.

Step 4: Search the small island east of the Haven of Stygia (around 55k, 65k). You should find a note.

Step 5: Bring the note back to the quest giver. He'll send you to the mau village to the west.

Step 6: If you don't have good faction with the mau, you can return to the NPC and he'll give you a hint where to find Ruseth (around 14k, 50k). Talk to Ruseth, then return to the quest giver.

Step 7: He now wants you to kill a setian. So do it.

Step 8: Return to the NPC with the Setian Ears and receive about 1.5 billion xp, 25 gold, and the Ebon Bracer as a reward.



Riverside Menace

Starting NPC

Pralen

Location

Stygian Delta: 49k, 43k

Requirements

Level 46

Step 1: Talk to Pralen and accept the quest. Then talk to him again.

Step 2: Go to the sobekite meeting site at 60k, 36k. When you get a message that you're there, use the `/search` command. You'll get the Sobekite Tablet.

Step 3: Use the Sobekite Tablet to get a clue about the tiny plants near the dock. Go to about 60k, 36k and use the `/harvest` command when you see the message about the tiny plants.

Step 4: Return to Pralen. He'll send you off to kill some crocodiles. You must kill at least one black, riverside and securas crocs.

Step 5: Once you have killed one of each type of crocodile, return to Pralen. He'll have another task for you, of course. Now he wants you to find Nemert and ask him "what news."

Step 6: Nemert tells you to intercept the sobekite courier. Follow directions to find him on the north side of the river.

Step 7: Return to Pralen with the plans the courier dropped and receive your reward, about 1.9 billion xp, 28 gold, and the River Fighter Bracer.

Telgar's Redemption

Starting NPC

Telgar

Location

Oceanus Anatole: 61k, 31k

Requirements

Level 48

Step 1: Talk to Telgar and he'll send you off to Typhon's Reach (approximately 18k, 26k).

Step 2: Kill salamander hatchlings until you find the brooch you need.

Step 3: Bring the brooch back to Telgar and you'll be sent off to kill Taur Sphaktes (approximately 29k, 11k in Typhon's Reach).

Step 4: Bring the note to Telgar and he'll send you after a lava leaper, which you can find in Typhon's Reach (around 24k, 44k).

Step 5: Use the Ashen Root with the Poison Gland to create the Dart of Fog.

Step 6: Find Barthalos at 4k, 8.5k. Tell him "official business." When he has finished rambling on, give him the Dart of Fog and he'll forget all about what he told you and he'll tell you the password (which was "barnacle" when we tested it).

Step 7: Talk to Telgar again and he'll send you to find Belderim (approximately 24k, 19.6k).

Step 8: Talk to Belderim and give him the note, then tell him the password.

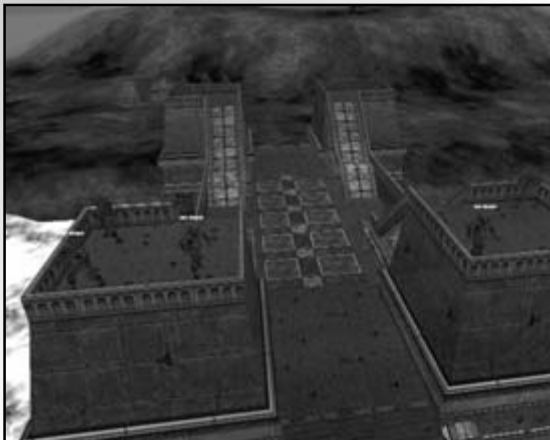
Step 9: Return to Telgar, who will send you right back to meet Belderim again.

Step 10: Belderim gives you directions to find Bronyar's guards. Find them at approximately 15k, 36k. Tell them the password and Bronyar will be revealed.

Atlantis Quests

Note: The guards on the bridge are tough. You'll have to find a way past them, either by killing them or by somehow tricking them. One method that might work is to have an ungrouped character sacrifice himself and draw all the aggro while the rest of the group runs through. After everyone is safe, you can rez the sacrifice from the other side.

Step 11: Give the Brooch of Lies to Bronyar. After that, the guards will take care of him for you. When he's dead, return to Telgar for your reward: 1.9 billion xp, 28 gold, and the Lava Warped Belt.



Sacrificial Rites Quest

Starting NPC

Algmar

Location

Typhon's Reach: 6k, 30k

Requirements

Level 48

Step 1: Talk to Algmar and hear his sad tale.

Step 2: Kill a lava bug and a salamander and return to Algmar.

Step 3: You'll get a ring from Algmar when you return and give him what he needs.

Step 4: Follow Algmar's instructions and go bury the ring. To do so, go to approximately 25k, 41k, near a big boulder. When you're in the right spot, you'll get a message. First use the `/dig` command, then the `/bury` command.

Step 5: Return to Algmar and talk to him again.

Step 6: With the weapon he gives you in inventory, go kill a Siam.1. Talk to Algmar.

Step 7: Return to where you buried the ring. Talk to Algmar there.

Step 8: Now `/use` the weapon, then talk to Algmar again.

Step 9: Next, go kill Velndar at 20.4k, 23.6k

Step 10: Algmar has returned to his Starting NPC. Go there to receive your reward: 1.9 billion xp, 32 gold, and Cenalon's Ring of Might.



Seven Coins

Starting NPC

Albion: Edgan; Hibernia: Jowan; Midgard: Hjerton

Location

Haven of Aerus: 58k, 61k

Requirements

Level 49

Step 1: Talk to the appropriate NPC in Aerus Haven.

Step 2: Kill the centaur Olemos in Green Glades at approximately 25k, 26k.

Step 3: Go kill the Cyclops Grarud at 38.6k, 18k. Kill his two minions, then him.

Step 4: Return to the NPC who gave you the quest and give him the first three coins.

Step 5: Find the sage. You may find her at 8k, 27k in Arbor Glen. Talk to her and she'll tell you to kill a Ghost Spider Hatchling.

Step 6: The trick to this is that you can only find the Ghost Spider at night, and it only spawns one hatchling – at around midnight Kill the hatchling and return to the sage with its brains.

Step 7: When the sage gets the brains she wants, she gives you a coin and tells you about a large cat that may have another coin.

Step 8: You can find the large cat at around 52k, 20k in Green Glade. Kill the Sabre Tiger and return to the quest giver.

Step 9: “Use” the pouch you receive, then head out to find the final encounter.

Step 10: You'll fight the Xelret and its minion to get the final coins. You'll know when you are in the right spot (approximately 42k, 56k) when you receive a message.

Step 11: Return to the quest giver for the reward: 2 billion xp, 32 gold and the Ring of the Seven Storms.

Stone King

Starting NPC

Albion: Henry; Hibernia: Breward; Midgard: Anselm

Location

Haven of Aerus: 58k, 62k

Requirements

Level 49

Step 1: Talk to the quest NPC in Aerus Haven.

Steps 2-4: This first part is a bunch of kill tasks. Kill a centaur loner (Green Glades 31k, 45k), two Cyclops agnomons (Green Glades 35k, 2k) and one self-maintaining statue (Green Glades 35k, 12k).

Step 5: Return to the quest NPC and give him the items. He'll make a potion.

Step 6: Take the potion and go to the place the NPC tells you (around 47k, 60k in Green Glades). Fight the vigilant statues. You must kill all four of them. Don't worry about the Guardian Statues. They are neutral and won't aggro.

Step 7: When you have killed all, the Stone King will appear. He is either red or purple. Kill him.

Step 8: Climb a trellis to get to the upper part of the structure, then walk across the log. When you get to the platform on the other side of the log, “use” the potion. You get a note when you do so.

Step 9: Return to the quest NPC and get your reward. (Answer his final question either way; it doesn't matter.) You get 2 billion xp, 30 gold, and the Wrap of Withstanding cloak.

Atlantis Quests

Wicoessa's Proposition

Starting NPC

Wicoessa

Location

Outside the Haven of Oceanus 8.1k, 16.7k

Requirements

Level 46

Step 1: This is a very easy quest, but is a nice way to start out things in Atlantis. To begin with, talk to Wicoessa.

Step 2: Go to one of the four excavation sites, all in Hesperos (18k, 25k); (23k, 28k); (12k, 3k) and (2.5k, 31k). Some players report that the fourth site has the least aggro.

Step 3: Excavate one of these sites until you have four Pristine Ruins. You can get them all in the same location.

Step 4: Return to Wicoessa and give her the Pristine Ruins to get the Oceanus Armor.

Step 5: If you want, you can sell the less-than-pristine ruins to Asoeron for cash.

Origins of the Harpies

Starting NPC

Riranwyn

Location

Outside the Haven of Oceanus 13.5k, 11.9k

Requirements

Level 48

Step 1: Another relatively easy quest. Talk to Riranwyn to begin.

Step 2: Find the harpy island in Mesothalassa at about 32.5k, 35k.

Step 3: Step near the pillars and use the */forage* command. You must get one each of the Harpy Nest Fragment, Harpy Teeth, Harpy Hair, and Harpy Bones. However, you can take one animal bone, one harpy talon and one harpy feather and give them to Alaeth back in Oceanus Haven for extra rewards.

Step 4: Return to Riranwyn and turn in the items to get the Wind Hardened Leggings.

Turning in the animal bone, harpy feature and harpy talon, you can get a Harpy Feather Charm, an Animal Bone Bracelet, and a Harpy Talon Neckguard, each with pretty average stats.



Seed Pouch

Starting NPC

Astoissi

Location

Outside the Haven of Oceanus 11.7k, 12k

Requirements

Level 50

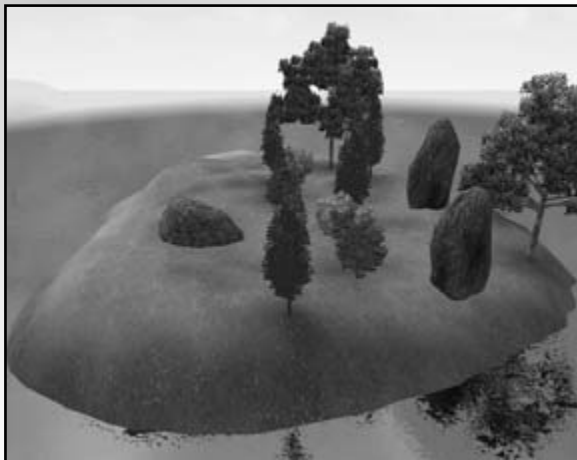
Step 1: Talk to Astoissi. She'll tell you a story and then give you a seed pouch. She'll tell you where to take the seeds.

Step 2: The location you want is an island in Oceanus Boreal around 35k, 35k

Step 3: Got to each of the large boulders on the island and first */plant* the seeds. You will have to watch out for the highly aggro dust devils, which are yellow and orange to a 50.

Step 4: After planting all of the seeds, you then have to */search* for the seedlings. Get one from each boulder.

Step 5: Return to Astoissi for your reward, the Sand Scorched Helm.



Priceless Antiques

Starting NPC

Nydimeth

Location

Outside the Haven of Oceanus 15k, 14k

Requirements

Level 50

Step 1: Talk to Nydimeth to get the quest. She gives you a note for Branigan.

Step 2: Find Branigan in the Haven of Aerus. Best to take a boat. Give him the note.

Step 3: Go to Oceanus Notos, around 10k, 53k, and */dig* underwater in the area called Rocky Cove.

Step 4: When you dig successfully, you will cause a mob named Luscire Rysanio to appear. He's red to a 50. Kill him and return to Branigan.

Step 5: You'll have to say "found the chest" to Branigan. Give him the chest.

Step 6: Give him the key to unlock the chest.

Step 7: Return to Nydimeth, give her the chest first, then the key. Finally, you'll get your reward: Barnacle Encrusted Boots.



Atlantis Quests

Broken Communications

Starting NPC

Rin

Location

Haven of Oceanus 14k, 16k

Requirements

Level 50

Step 1: Talk to Rin; loc 14.6k, 16.1k.

Step 2: Travel to Volcanus Haven in Anatole and talk to Frearwen (54k,25k). Tell her “eloitlan.”

Step 3: Talk to Dockmaster Richards about any boats that are late. He'll give you some clues about Eloitlan's boat.

Step 4: You can find part of the shipwreck at about 55.7k, 34k in Anatole. Travel to 15.3k, 47.8k. You'll get a message about the scattered wreckage. Use the `/search` command and you'll receive Bits of a Sunken Ship.

Step 5: Return to Frearwen with the bits. When you give them to her, she will grow sad. She'll give you a note to take back to Rin.

Step 6: Give the bits of the ship and the note to Rin. He'll give you the Water worn Gauntlets.

Marauding Bandits

Starting NPC

Wicoessa

Location

Haven of Stygia 36.7k, 60k

Requirements

Level 46

Step 1: Talk to Scout Relion. He'll ask you to get back some stolen crates.

Step 2: Go to the Marauder Camp at about 43k, 31k in the Stygian Delta. The area you want is a little pile of dirt and trash next to the river. You'll know when you get there.

Step 3: Use the `/search` command. When you are done a Sobekite Marauder will spawn and start casting on you.

Step 4: Kill the Sobekite Marauder.

Step 5: Return to Scout Relion. He'll ask you to get a certain statuette from the setian bandit camp.

Step 6: You can find the location Relion mentioned near some rocks at about 3.4k, 22.3k. Search there, then fight the bandit that appears.

Step 7: Return to Relion with the statuette. He'll give you a note.

Step 8: Now find Antonius Cayne at 39.7k, 61k, just outside the haven. Give him the note.

Step 9: Return to Relion. Say “safe passage” and he'll give you the Silver and Coral Ring.

Step 10: You thought that was it, right? Well, no... You'll get an emote from Sir Daewyn, and when you talk with him, he'll more or less accuse you of helping Relion trade in religious artifacts. To prove your innocence, give him the ring.

Step 11: Go give the Smith Token you got from Daewyn to Sabina. She will offer you a choice of weapons. Take the one you like best.



Aiding the Mau

Starting NPC

Abasi

Location

Stygian Delta: 13.8k, 56k

Requirements

Good mau faction (kill sobekites to raise it); level 48

Step 1: After you talk to Abasi, you'll have to go do a few errands.

Step 2: First, kill a black crocodile and get a Black Female Crocodile Hide. You can find black crocodiles at around 64k, 38k in Stygian Delta.

Step 3: Next you'll have to /dig for the Obsidian Mau Skull in the Eroded Ruins, which you can find around 18k, 9.6k in Land of Atum.

Step 4: Back in Stygian Delta, you must find Hesepti underwater at around 55.2k, 39.5k. Ask him about the Eye of Bast. Then you'll have to defeat him.

Step 5: Return to Abasi and give him the items in the order he wants them. Abasi will then create the Bast Headpiece. If the process gets interrupted, you can say "on our own." He will then give you the quest reward. Say "gift" if he does not.

Nahkt's Fragmented Mind

Starting NPC

Nahkt

Location

Stygian Delta: 14k, 26k

Requirements

Level 50

Step 1: Talk to Nahkt. He asks you to find the Spirit of Sitamun in the Necropolis. Entrance (5k, 8k).

Step 2: Find her in the Halls of Ma'ati 24k, 20k. She's surrounded by purple eternal lost, so be careful and bring friends. She sends you on several kill tasks: Kill one an-uat zetzau (17.2k, 20k) and get its fragmented soul. Kill an anubite vusirnui for its heart at 24.7k, 19k. This is a very purple mob. Kill a an-uat essnebi for its brain at 24.3k, 24.6k.

Step 3: Return to the Spirit of Sitamun. She'll give you a locket.

Step 4: Return to Nahkt and give him the items. He'll send you on one more quest.

Step 5: Find a female setian; they're all around. Kill her and take the vessel back to Nahkt.

Step 6: Give him the vessel, then the locket. He performs the ritual and Sitamun is resurrected, but she attacks you.

Step 7: Kill Sitamun, then speak to Nahkt again to complete the quest and get the Wind-torn Cloak.



Atlantis Quests

Magical Ingredients

Starting NPC

Alchemist Yilanna

Location

Haven of Volcanus 56.7k, 25k

Requirements

Level 48

Warning: Parts of this quest are quite difficult, and the reward for it is a breathing potion. Just thought we'd let you know what you're getting into.

Step 1: Talk with Alchemist Yilanna.

Step 2: Find the fire elemental Gaa'rvik and kill it.

Step 3: Kill a lava bug.

Step 4: Kill a siam-he devotee (Typhon's Reach 10k, 51k).

Step 5: Kill a salamander hatchling (Typhon's Reach 14k, 31k).

Step 6: Return to Alchemist Yilanna and give her the items she requests.

Step 7: She's not finished yet. She asks for more ingredients. First, go /forage for dried seaweed at Anatole 49.5, 43.7k, where you get the message that you have entered the Southern Beach.

Step 8: Dig (/dig) at the tree northwest of the haven, at about 54.7k, 23.6k, until you get the Lavender Root.

Step 9: Go underwater from the haven and find a bar-racuda. Kill it and then return to Yilanna with the items you have gathered.

Step 10: When you give Yilanna the items, she makes you a breathing potion with 10 charges, each good for 60 minutes. That's your reward.

The Naxos Society, The Melos Alliance, and The Skyros Order

Starting NPC

Siriana, Mylia or Noula

Location

Mesothalassa 31k, 33k

Requirements

Bad faction as appropriate; Levels 30-50

The NPCs on this island in Mesothalassa give quests associated with the three factions in Oceanus, the Naxos Society (Noula), the Melos Alliance (Mylia) and the Skyros Order (Siriana). You must have bad faction with the group in question to receive one of these quests.

In these quests, you will be randomly asked to do something to help the chosen faction. These tasks include making potions, gathering spell components, and assembling weapons and jewelry for the chosen faction. Of course, along the way you may have to fight a few enemies. But you want to be careful. If you kill any member of the faction you are helping, the quest will fail immediately.

There are two sections to the quest. One is for players at levels 30 to 39; the other is for players between 40 and 50. Each section has four different options, and the NPC who assigns the quest will randomly choose one of these options for you to complete. Completion of the quest results in an boost in the chosen faction and usually some small additional reward.



Gems of Skyros

Starting NPC

Alyciana

Location

Mesothalassa 12k, 32k

Requirements

Skyros faction; level 40

Step 1: Talk to Alyciana to obtain the quest.

Step 2: Next, talk to Glycon (16k, 35k) to get the background information. He tells you what you need to do.

Step 3: Kill the sobekite Khonsu (9k, 30k) to retrieve the Gems of Skyros.

Step 4: Read the note you get from Khonsu and the other sobekites (15k, 47k).

Step 5: Find the nereid Calanthe (28k, 19k) and speak to her.

Step 6: Return to Glycon and give him Calanthe's note.

Step 7: Kill Pedaeus and Leusa (35k, 40k) to retrieve the chest with the Gems of Skyros.

Step 8: After killing them, */search* the ocean floor for the lost key.

Step 9: Kill Thaos (42k, 27k), the triton that stole the key from you.

Step 10: Return to Glycon and turn in the chest and the key to receive your reward.

The Secret of Naxos

Starting NPC

Rydallos

Location

Mesothalassa: 45k, 26k

Requirements

Naxos faction; Level 40

Step 1: Speak with Rydallos. He'll send you after Nikoda and tell you something about how to find her.

Step 2: Find Nikoda. She may be in various places in Mesothalassa (try around 50k, 26k around 8am or 6pm).

Step 3: She tells you about a necklace. You have to get it from the Skyros.

Step 4: You have to kill the Skyros Sea Warriors to get them to drop the necklace. You can find them around 11k, 30k.

Step 5: Return to Nikoda at the same place and either 8am or 6pm. Talk to her and she'll tell you what to do next.

Step 6: Wear the necklace from Nikoda and go after Eurios at about 33k, 45k. Kill him and then */search* the area to find the chest and key.

Step 7: Return to Rydallos and give him the chest and key.

Step 8: Read the note Rydallos gives you (*/interact*).

Step 9: The next step is to kill Dyoni (and, if necessary, Nikoda). She will be at approximately 26k, 40k from midnight until 3am.

Step 10: Return to Rydallos to complete the quest and receive the bracer as a reward.

Atlantis Quests

For the Love of a Nereid

Starting NPC

Sollon

Location

Mesothalassa: 36k, 46k

Requirements

Melos faction; Level 40

Step 1: Talk to Sollon to get the quest.

Step 2: Talk to Belen (37k, 42k) and learn about his problems with his beloved nereid.

Step 3: Kill a sobekite khu kamu (around 28k, 40k) in Oceanus Boreal.

Step 4: Kill a sobekite khem komo in Oceanus Notos (around 46k, 47k).

Step 5: Return to Belen and turn in the items for him.

Step 6: Kill Naida's Guards (49k, 20k) in the Naxos encampment in Mesothalassa.

Step 7: Speak with Naida and give her the potion and Belen's note.

Step 8: Return to Belen and give him Naida's note.

Step 9: Read the note from the kidnapper.

Step 10: Find Sollon, the kidnapper, and defeat both him and Naida.

Step 11: Return to Belen and turn in the proof that Sollon and Naida have been defeated and receive your reward.

The Broken Tablet

Starting NPC

Glycon

Location

Mesothalassa: 16k, 35k

Requirements

Skyros faction; Level 45

Step 1: Speak with Glycon to get the quest.

Step 2: Speak with Alyciana (12k, 32k) about what must be done.

Step 3: Get the blood of a Naxos suppressor or tetrarch (look around 33k, 20k).

Step 4: Get the blood of a Melos golem summoner or a kinetic mage (33k, 45k or 45k, 45k area).

Step 5: Use the Naxos blood, then the Melos blood to complete the potion.

Step 6: Use Alyciana's Potion to summon the image of the creature with the tablet.

Step 7: Kill the sobekite Khahet in Oceanus Notos for the tablet (6k, 56k).

Step 8: Return to Alyciana and give her the tablet. Read it when she gives it to you.

Step 9: Give Alyciana the potion.

Step 10: Use the second potion to summon up the images of the creatures with the other parts of the tablet.

Step 11: Kill Bryseia and her guards to obtain a tablet piece in the Naxos area (45k, 24k).

Step 12: Kill Mikon and his guards to obtain a tablet piece in the Melos area (42k, 47k).

Step 13: Use the tablet pieces to assemble them.

Step 14: Return to Alyciana and turn in the tablet and receive your reward.



Broken History

Starting NPC

Rizon

Location

Mesothalassa: 50k, 18k

Requirements

Naxos faction; level 45

Step 1: Speak to Rizon to get the quest.

Step 2: Speak with Oleta in the Naxos area to find out more about the tablet (52k, 15k).

Step 3: Kill Mikon in the Melos area to get a piece of the tablet (42k, 47k).

Step 4: Return to Oleta and turn in the tablet piece.

Step 5: Kill the sobekite Ikhet to get the scrying bowl you need (53k, 15k).

Step 6: Use Oleta's potion on the scrying bowl to summon images of the creature that has another part of the tablet.

Step 7: Kill Mekkhru to get the tablet piece (28k, 40k).

Step 8: Assemble the two tablet pieces. Then speak with the image of Oleta.

Step 9: Get the blood of a Skyros sea mage or sky mage (look around 25k, 6k).

Step 10: Use the blood to add it to the Oleta's potion.

Step 11: Use the potion on the scrying bowl again to summon up the last images you need. Then speak with the image of Oleta.

Step 12: Kill Koryna in Skyros territory to get the last tablet piece (6k, 56k).

Step 13: Assemble the tablet and read it.

Step 14: Return to Oleta and turn in the tablet and note to receive your reward.

Stolen History

Starting NPC

Belen

Location

Mesothalassa: 36k, 41k

Requirements

Melos faction; Level 45

Step 1: Speak with Belen to get the quest.

Step 2: Speak with Actanei in the Melos area to learn more about the tablets (35k, 46k).

Step 3: Kill Khahet to get a tablet piece (35k, 35k).

Step 4: Kill Koryna and her guards in the Skyros area to get the other piece of the tablet (6k, 56k).

Step 5: Use the potion you have on the tablet pieces then use the tablet to assemble it.

Step 6: Return to Actanei and give her the tablet. Read the tablet when she asks you to.

Step 7: Kill the traitors Evios and Zorion to obtain the tablet piece you need (52k, 30k).

Step 8: Read the note you get from Evios and Zorion.

Step 9: Kill Bryseia and her guards to get the tablet piece (44k, 24k).

Step 10: Use the tablet pieces to assemble them and read what is written on the tablet.

Step 11: Return to Actanei and turn in the tablet for your reward.

Atlantis Quests

The Mau of Sekhmet

The Mau of Bastet

Starting NPC

Inarus

Location

Stygian Delta: 39k, 13k

Requirements

Bad faction as appropriate; Level 45

You get these quests from Inarus in the Stygian Delta at 38.9k, 13.5k. These quests are used to raise your faction with either the mau of Sekhmet or the mau of Bastet. They are repeatable. However, you can only obtain these two quests if they have bad faction with the maubastet or the mausekhmet.

Each of these quests involves several tasks designed to help the faction involved, none of which are confusing. Since the kill tasks appear to be random, or at least there are several versions of them, all we can tell you is to follow the directions you are given. Note: If you are required to read anything, select it in your inventory and use the /interact command.



The Guardians of Paleognosis

Starting NPC

Tetien

Location

Stygian Delta: 31k, 57k

Requirements

Bad Guardians of Paleognosis faction; Level 45

The purpose of this repeatable quest is to allow you to fix your faction with the named sphinxes who are part of the Guardians of Paleognosis (ancient knowledge). You can only obtain this quest if you have bad faction with the Guardians of Paleognosis.

The quest starts with Tetien in the Stygian Delta. You must gather items to represent the five elements of earth, air, fire, water, and spirit and combine them in the Jar of the Elements. Players then go to the Temple of the Sphinxes in the Stygian Delta and you use the Jar of the Elements to summon up one of four ancient sphinx spirits.

Each sphinx spirit has a role to play in the Temple of the Sphinxes and they recruit your help to complete this role. Upon completion of their randomly chosen tasks, your faction will increase with the Guardians of Paleognosis.





Wishes

Starting NPC

Katebet

Location

Stygian Delta: 8k, 52k

Requirements

Maubastet faction; Level 45

Step 1: Talk to Katebet. She will tell you to talk to Maakha (9k, 52k). Maakha will tell you a long story and then send you after a sobekite fleshrender called Osaze. You need to kill him.

Step 2: Find Osaze at 45.5k, 32k. He may have a few friends around, so kill them all.

Step 3: Read the tablet (*/interact*).

Step 4: Go to the location described on the tablet. (60.3, 54.7) and */search* near the middle rock. You'll find a chest, which will crumble, but you'll get a parchment and a gem. Read the parchment (*/interact*).

Step 5: From the parchment, go to approximately 19.8, 34 and */bury* the gem. Nabirye will appear. Talk to her.

Step 6: You must now kill Akhenre. He moves around. Look for him in the area around 62k, 20k.

Step 7: Next, */use* the Nabirye potion.

Step 8: Now find Ziyad in the village at about 7.1k, 51k and give him the necklace.

Step 9: Thought you were done? No way. Now you have to go kill a desert scorpion, a riverside crocodile and an iaculus. You'll find them around the Stygian Delta.

Step 10: Return to Ziyad with the three items from the mobs you killed. Give them to him as he asks for them.

Step 11: Finally, give the shield to Maakha, and then give it to Katebet once it has been blessed. That's it. You will receive 2.3 billion xp, 20 gold and some armor, depending on your class.

Setian Plans

Starting NPC

Sanura

Location

Stygian Delta: 15k, 52k

Requirements

Mausekhmet faction; Level 46

Step 1: Start out by talking with Sanura. She'll send you to talk to Mesutire.

Step 2: Mesutire can be found at about 20k, 28k; directly south of a setian teleport pad. He gives you a note to give to a mausekhmet priest. You can find them in any of the mausekhmet towns.

Step 3: Once you have delivered the note, return to Sanura and get a pot. She'll send you out to kill three creatures: An eroding janni. You can find the eroding janni in several locations. If lost, look around 6k, 50k. A desert scorpion. You can find these north of the river. A tidal weaver maid. Find the maid in the river.

Step 4: Now go kill Duathor, a setian caster. You can find him around 20k, 21k.

Step 5: Go to the maubastet city and */use* the clay pot at the center brazier.

Step 6: That's it. Go back to Sanura for your reward.

Atlantis Quests

The Wandering Ones

Starting NPC

Malidah

Location

Stygian Delta: 76k, 50k

Requirements

Maubastet faction; Level 47

Step 1: Speak to Malidah to get the quest, then go find Raziya at 9k, 47k and speak to him.

Step 2: Go to approximately 6.5k, 40k and */search* there, then return to Malidah and give him the Carved Setian Stone.

Step 3: Go back to Malidah and give him Carved Setian Stone.

Step 4: Find and kill Harkhebi. You can find him around 20k, 25k, outside the stone fort. When he drops a note, try using */interact* on it.

Step 5: Return to Malidah and give him the pouch and the note.

Step 6: Next, you must find Besenmet (around 16k, 21k), who moves around with a bunch of slaves. Besenmet is level 54 and his slaves are all level 48. Kill Besenmet.

Step 7: Read the note Besenmet drops (*/interact*).

Step 8: Now you have to find and kill two mobs – a tidal weaver marid (which can be found in various locations... look around 35k, 35k to 45k, 45k) and a nihidlin scarab, which you can find at 46k, 56k or 17k, 8k

Step 9: Now, to make the potion, */use* the scarab part.

Step 10: Almost done. Find a wandering mau, which, as its name suggests, wanders, and give him a potion.

Step 11: Return to Malidah and give him all the remaining items to receive your reward.

Sekhmet's Messenger

Starting NPC

Inihue

Location

Stygian Delta: 4k, 55k

Requirements

Mausekhmet faction; level 48

Step 1: Talk with Inihue outside of the Maubastet village to get the quest.

Step 2: Read the map (*/interact*) he gives you and follow it to find the search site.

Step 3: */Search* the area and find footprints (28k, 47k).

Step 4: Kill the scavenger scorpions.

Step 5: */Search* the area to see what you can find (39k, 56k).

Step 6: Read the Tattered Papyrus you find.

Step 7: Kill the setian sandstrutters Horpais and Zahra (42k, 26k).

Step 8: Return to Inihue and tell her the messenger is dead.

Step 9: Turn in the chest and the key you obtained.

Step 10: Kill Neshi (35k, 11k), Pasht (38k, 21k), and Masreya (29k, 32k) to break the spells upon the chest .

Step 11: Return to Inihue and give her the chest. Receive your reward.



The Great Forge

Starting NPC

Sudari

Location

Typhon's Reach: 7k, 16k

Requirements

Bad faction with taur spectators; level 47

This repeatable quest allows you to fix you faction only with the taur spectators. It does not raise their faction with any other taur in Volcanus. You will only be able to obtain this quest if you have bad faction with the taur spectators.

You get the quest from Sudari in Typhon's Reach. She tells you that the taur spectators love brave, strong competitors. You must perform a series of tasks to prove yourself worthy of the attentions of the taur spectators. You will receive one of four random challenges to complete, allowing you to earn back some of your faction with the taur spectators of the Great Forge.

The Eleutheros Cyclopes

Starting NPC

Eliana

Location

Green Glades: 7k, 3k

Requirements

Bad faction with the Eleutheros Cyclopes; level 48

This repeatable quest allows you to fix your faction with the Eleutheros Cyclopes. You will only be able to get this quest if you have bad faction with the Eleutheros Cyclopes.

You get the quest from Eliana on the edge of Green Glades. She tells you how the Eleutheros Cyclopes just want to be left alone, but that the centaurs and the Cyclopes Hegeomai are constantly bothering them. You are asked to help protect the Eleutheros Cyclopes from their enemies. You will be given one of four random challenges. Complete the challenge to increase your faction with the Eleutheros Cyclopes.



Atlantis Quests

Jashan's Brother

Starting NPC

Jashan

Location

Arbor Glen: 43k 15k

Requirements

Eleutheros Cyclopes faction; Level 48

Step 1: Talk to Jashan. He'll tell you a long story about his brother and send you off in search of some items.

Step 2: You can get the crushed marble from one of the Marble Caretaker statues that wander through various ruins in Green Glades. Try around 48k, 55k or 13k, 36k.

Step 3: You can find the centaur healer in the village at around 20k, 40k. However, there are a lot of centaurs there, including Chief Creon. If you get him aggroed on you, you'll have the whole village to fight, so a little caution is recommended.

Step 4: This step requires you to "use" one of the two ingredients.

Step 5: Now you need to get yet another item from this town – the Mug of Centaur Ale. You can get this by killing either the Centaur Barkeep or one of his patrons. But, this is a big fight, even if you don't draw the entire town on you, so you'll need plenty of friends.

Step 6: Next, it's venom from a Cobra Guardian. You can find them in Green Glades around 61k, 30k or in Arbor Glen around 5k, 60k.

Step 7: Use one of either the bark or the venom to combine once again, then */use* the resulting Cyclops poison.

Step 8: Find Sidor, a Cyclops who can be found around 30k, 12k in Green Glades. He'll drop a scroll.

Step 9: Read the scroll (*/interact*). It gives you a clue about a dead tree in Arbor Glen.

Step 10: Find the dead tree (you'll know you're in the right place) at 10.2k, 7.1k in Arbor Glen. Select the poisoned centaur ale and type */hide*.

Step 11: The centaur guards will run over and start drinking the ale. Half of them should die.

Step 12: Talk to Kalchas and then give him the healing potion from Jashan. After a bit of time, he'll run away, but more nasty centaurs will appear. You have to kill them to complete the quest.

Step 13: Return to Jashan to get about 2.8 billion xp and the chestpiece and gauntlets.







Part Two

Chapter 4

Exploring the Trials

With so much to explore in the *Dark Age of Camelot: Trials of Atlantis*, one of the highlights of this expansion is the opportunity to gain new skills and abilities by completing the Trials and attaining Master Levels. However, the encounters within the Trials can be very difficult, and, unlike the quests you may be familiar with, they don't come with a lot of very specific steps, but only some general clues.

To begin the Trials, you must first speak with the Arbiter in the Ruins of Atlantis (also known as the “remnant zones”). Speaking with the Arbiter sets you on the path toward your first Master Level and creates a set of clues that you can access by clicking on the Master button on the Character Sheet or by typing */master*.

Completing the Trial encounters is not all there is to it, either. Once you have successfully completed a full Trial, you can return to the Arbiter to update your Master Level ability path, and you must still gain Master Level experience to fully activate your new abilities and Master Level status.

In This Chapter

This chapter contains information about each encounter in all nine Trials. For each encounter, we provide:

- The starting point
- Creatures involved
- Recommended number of players
- The goal of the encounter
- Any special conditions
- Who gets credit (solo, group or battlegroup)
- Encounter background
- Encounter strategic information
- Any special drops, including the boss loot

Note that there is quite a bit of additional Master Level information in Chapter 5. This chapter deals with the encounters themselves. Chapter 5 deals with leveling and experience related to Master Levels.



Trial 1

Encounter 1-1: Lucky Survivor

Starting Point

Anatole; Diaprea Island:
40k, 22k; 37.8, 17.1

Creatures Involved

Ianetor (moderator),
Aithos, Sunkaio, Zupereo

Number of Players

One group

Goal

Defeat Aithos

Special Conditions

Only one group can enter
the combat zone in this
encounter.

Credit

Group

Backstory

Ianetor has run this Trial challenge since before the fall of Atlantis. He sets the rules and likes to play games with you, and over the years he's refined his challenge encounter to be a good test of strategy and teamwork. The ancient Atlanteans considered passing Ianetor's challenge a suitable first test for would-be heroes. If an adventurer couldn't master Ianetor's little game, they would have little chance of success later in the Trials.

Encounter

When you arrive at the island, you must speak to the moderator, Ianetor, who stands on the bridges. (There are two Ianetors, one on each bridge). Be careful. If a group is already engaged in battle in the battle area between the bridges, you can easily aggro the sentries guarding the area if you get too close. Best to wait until the encounter is complete before speaking to Ianetor.

The challenge begins sixty seconds after you accept it from Ianetor. Your group must be in the combat zone between the two bridges when the encounter begins. Meanwhile, a deadly wall of fire will surround part of the island, causing instant death to any player who wanders into them, although without causing experience loss.

Group formation can make a big difference in this encounter, and having a good mix of melee types and healers is helpful. We also suggest that you bring a full group. Before the battle begins, all combatants should have as much fire protection as they can, since most of the attacks in this battle are fire based. Once the battle begins, the ultimate goal is to kill Aithos, who stands between his lieutenants, Sunkaio and Zupereo. However, Aithos is very powerful, becoming weaker as his lieutenants are destroyed. Only Sunkaio is aggressive at first, so it's best to start with him.

Sunkaio will aggro on one player, usually the first to attack him, and stick to that player. Since he is very powerful, some groups choose a tank to take the aggro and then run around, staying away from Sunkaio while the other players attack him. This strategy works because Sunkaio runs slower than normal player speed. It's imperative to stay out of reach because Sunkaio can one-hit many players with his fast heavy attacks and fire proc, which fires every time. However, he will also fire off a fire-based DoT at his target from time to time, and he casts a fire-based PBOE every 15 seconds.

While you are killing Sunkaio, Aithos and Zupereo have a low chance to aggro, so you should be able to concentrate just on Sunkaio. Be sure not to attack either of the other two! Once Sunkaio has been polished off, Aithos loses both his offensive and defensive procs, which will fire at a rate of 25% per combat round.

Zupereo is next. While Zupereo is alive, Aithos can launch very powerful fireball bomb pets. Once you take out Zupereo, those bombs become much weaker, reducing the threat from Aithos. Zupereo requires a bit of strategy, as well. To kill him, you must begin by killing his fire pets, which he will continually spawn. The pets will race toward any attacker and explode, so they aren't too difficult; and if you can keep from aggroing Aithos, you just have to whittle down Zupereo to about 5% of his health by killing his pets,

Trials of Atlantis: Trial One

then melee him the rest of the way. It is also possible to kill Zopureo by only killing his pets. After that, a much weakened Aithos should be a fairly standard battle.

Some groups have reported that PBAOE also works well, if used strategically against each of the three giants. However, if possible, you want to take out one of these monsters at a time and avoid adds. PBAOE works especially well against Zupureo since it can damage him and his pets at the same time.

Special Drops

The most important item dropped during this encounter is a gem, which will be used in Encounter 1-6.

Encounter 1-2:

Lesser of Two Evils

Starting Point

Mesothalassa:
26.8k, 24.8k

Goal

Kill either Borjad or Borjan

Creatures Involved

Lornas, Borjad, Borjan

Special Conditions

None

Number of Players

Solo or grouped

Credit

Group

Backstory

Lornas' village has an uneasy truce with the nearby factions, but none of the villagers can enter faction territory. The two brothers, Borjad and Borjan, have victimized the village repeatedly, taking refuge in the faction areas where the villagers cannot approach them. Lornas asks you to resolve this problem by killing at least one of the brothers.

Encounter

This is a simple kill task. The instructions from Lornas give you an indication as to which of the four areas you should search for Borjad and Borjan.

Borjad may spawn in one of four locations:

(5k, 19.8k); (26.8k, 43.9k); (23.4k, 7.2k); (54.3k, 23.3k)

Borjan may spawn at:

(4k, 17.2k); (26.6k, 42.6k); (27.4k, 7.2k); (54.4, 24.7k)

After they spawn, both brothers tend to wander, so they will probably not be found exactly at their spawn locations. To complete the task, kill whichever brother you find first.

Special Drops

None





Encounter 1-3:

The Greater Good?

Starting Point

Mesothalassa:
44.4k, 58.3k or 42.6, 2.1

Creatures Involved

Kynhroe Chief Oxomis;
Zhton Chief Arxem

Number of Players

Several players, but
probably less than a full
group.

Goal

Kill either chief

Special Conditions

None

Credit

Battlegroup

Backstory

Originally, during Atlantis' prime, this encounter involved speaking to the chiefs of the rival clans and choosing a side, then speaking with the Arbiter about your decision. Now, however, it involves two once-powerful factions whose power has dwindled. Speak to the Kynroe chief and the Zhton chief. They tell more or less the same story. You no longer have to decide and speak with anyone. Now you only have to choose one of the chiefs and kill him.

Encounter

Each chief is guarded by a number of sentries of various kinds, which con green and blue to a level 50 player. It's not a bad idea to clear the sentries, or at least have some of the group clearing them. In addition, sentries may drop good items, but they won't do so predictably. A level 50 player should be able to solo chiefs. All grouped members will receive credit for the encounter when a chief dies.

Special Drops

None

Encounter 1-4:

Have I Not Been Forgotten?

Starting Point

Hesperos: 27.5k, 30.1k

Creatures Involved

Fadrin and his barrier

Number of Players

At least one group

Goal

Kill Fadrin

Special Conditions

Fadrin is invulnerable
while his barrier is up.

Credit

Group

Backstory

Fadrin likes to surround himself with altered creatures and a powerful barrier stolen from the Trials.

Encounter

Fadrin can be defeated with a small group, but it is helpful to have a good mix, ideally including tanks to take down the barrier, PBAOE casters for the mostly blue (some yellow) con "morphed" mobs that aggro around the group, and a healer or so. Healing may draw aggro, so tanks should be ready to protect healers. Once the barrier goes down, attack Fadrin with everything before he can raise the barrier again.

If multiple groups are present, since only one group will get credit, have additional groups take care of adds while one group takes out Fadrin. The other groups will then have to wait for him to re-pop.

When Fadrin dies, he will drop a belt that will be awarded to someone randomly in the group. Keep the belt; it will be used in Encounter 6.

Special Drops

Fadrin's Belt (useful in 1-6)



Trials of Atlantis: Trial One

Encounter 1-5: I Choose...

Starting Point

Oceanus Anatole (near the Haven of Volcanus): 50.5k, 36k

Creatures Involved

Krojer, Lady Farahnaz
Agnon - hunter
Sethrendar - friar
Xalarian - wizard/caster
Jilena - warrior (axe)
Malison - cleric
Regent - champion

Number of Players

One player at a time. Although you can be in a group, only the person who makes the kill receives credit.

Goal

Defeat at least one of Krojer's champions.

Special Conditions

One at a time.

Credit

Solo

Backstory

For as long as anyone can remember, this challenge has taken place on the seafloor near Volcanus Haven. The tritons have taken over this encounter, and Lord Krojer now leads it. The challenge is designed to test each warrior's mettle and determine if they are worthy to proceed with the Trials.

Encounter

Because this is a solo encounter, it is best to check with other players in the vicinity to see whose turn it is and to state your intention to participate.

After you speak with Krojer, you must accept the battle and pick one of Krojer's champions. Follow the champion into the battle zone and right-click on it to begin the battle. Be sure you're as fully buffed as possible. Although Krojer's champions all appear to con blue to a level 50 player, this is misleading. They will adjust to your level and provide a challenge.

Special Drops

Kill all six champions to choose a ring from Lady Farahnaz.

Encounter 1-6: Strike Me Down Where I Stand!

Starting Point

Oceanus Anatole: 42k, 24.9k

Creatures Involved

Kirkleis

Number of Players

One group

Goal

Kill Kirkleis

Special Conditions

This encounter is easier if you have both Fadrin's Belt (from Encounter 4) and the gem from the previous encounter.

Credit

Battlegroup

Backstory

Kirkleis was once a man, now cursed to live out eternity as a statue. As if that weren't bad enough, he must look upon himself each day in a large mirror or suffer great agony until he does. Needless to say, Kirkleis is not a happy fellow, and he generally takes it out on anyone unlucky enough too get to close.

Encounter

Kirkleis' attack strategies include launching powerful fireballs and creating deadly traps all over the island. Wearing Fadrin's Belt will cause the fireballs to alter their path away from the wearer, and carrying the gem from Encounter 1-1 will reduce the chance of taking harm from the traps. It is certainly possible to complete this encounter without either of these items, but they can make it easier.

To begin with, have as much fire protection as possible going in. One possible tip is to have casters and healers stand in the area between the broken rocks and the temple, out of range of his fireball nukes. Other than that, it's a straightforward battle, the goal of which is to put Kirkleis out of his misery - permanently.

Special Drops

Kirkleis drops a ring, which will be useful against Cetus, the final encounter of this Trial.



Encounter 1-7: Not My Circle

Starting Point

Oceanus Anatole:
35k, 12k

Creatures Involved

Rishive, Rassa and
numerous statues

Number of Players

2 groups

Goal

Kill Rassa

Special Conditions

All battlegroup members
on the island will receive
credit for this encounter.
Each disk must have a
player on it (see below).

Credit

Battlegroup

The statues will not leave the structure, so if a caster gets aggro, they can run off the structure to escape; however, they will not be able to attack from off the structure.

Once the last wave of red-con statues is defeated, Rassa will appear in the middle and go after the people on the pads. Rassa can occasionally hit people on all five pads at once. Of course, everybody's attention will be on killing Rassa. Note that if Rassa manages to kill four of the attacking group, a ring of creatures called rishive will spawn in a circle around the structure and begin moving toward the center of the circle. They can be killed, but if they make it to the center, they will trigger a massive AE fire explosion. Generally, you should be able to destroy Rassa without this occurring.

Special Drops

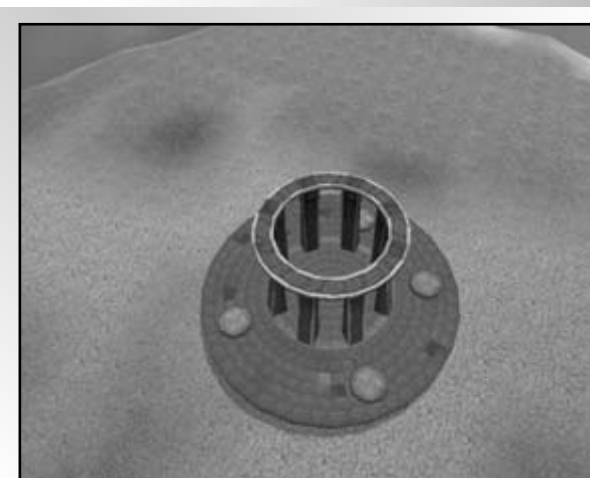
Rassa drops a mirror, which will be useful against Cetus in the final encounter.

Backstory

These four rings represent one of the more preserved parts of the Atlantean Trials, still operating much as the Atlanteans had intended. Trapped within the center ring is a magical seal that has imprisoned a vile creature called the Rassa. The smaller rings contain his minions, aptly named the malrassa. The Atlanteans intended this encounter to provide key insight into the possible difficulties of the later encounters.

Encounter

Around the edge of the large structure are five disk-like pads. To trigger this encounter, one person must stand on each of the pads. Other members of the group or battlegroup are free to roam. Hordes of statues will spawn once the pads are all occupied, homing in on the pad occupants. They will come in waves, first blue con, then yellow, orange and red. You must beat off each wave. During a wave, it is ok to leave the pads, but once the last mob in a wave is killed, each pad must be occupied or you will have to start over. If someone on a pad dies, be sure someone else occupies their pad.



Trials of Atlantis: Trial One

Encounter 1-8:

Ruby in the Sand

Starting Point

Oceanus Notos:
Deep Sands 14.6k, 50.4k

Creatures Involved

Sharks

Number of Players

2 groups

Goal

Get the Ruby.

Special Conditions

None

Credit

Battlegroup

Backstory

The Ruby in the Sand was once a prize awarded to adventurers who were brave enough to climb the tallest jagged coral harpy spires and snatch it from a harpy's nest. The rubies aren't really gemstones; rather they are magical trinkets that were created by elder Atlantean mages to assist adventurers in their battle with Cetus. The tallest harpy spires on which rubies had been placed fell into the sea when Atlantis was destroyed and the rubies sunk into the shark-infested waters of Oceanus. Sometimes a ruby is unearthed as the sands shift in strong underwater currents. As soon as a ruby's soft red glow is revealed, it is snatched from the bottom by sharks perhaps seeing the glow as a cloud of blood. Obtaining a ruby is still the objective of this encounter but that task is likely more difficult now than it was before the fall of Atlantis.

Encounter

To trigger this event you must hang out near or inside of the Deep Sands region, which will cause a ruby to be revealed on the seafloor. The next shark that enters the Deep Sands region will then grab the ruby from the seafloor. That shark must be slain to acquire the ruby and finish this encounter.

Killing sharks won't affect the encounter very much but it will reduce the odds of one of them taking the ruby after it is generated by a player or players being in Deep

Sands. Once an azure or hammerhead shark has picked up a ruby, the whole group will see a broadcast to that effect. The best strategy at this point is to pull the shark in question (with a non-bleed attack) away from any other sharks and kill it. If you don't, it may cause bleeding damage, which will aggro all the sharks in the area.

Another strategy is to hang out above the sharks and attempt to draw them one at a time, clearing the spawn. Once the spawn is cleared, have the entire group drop to the bottom. You must see the message, "You have entered Deep Sands" or you are in the wrong place. Wait a few minutes for an azure or hammerhead to spawn and look for the broadcast about the shark picking something up. A shark with the ruby has a periodic red glowy effect that can be easily seen from above. Once you have seen the broadcast, target the shark, kill it, and retrieve the ruby. The more rubies you have, the better off you will be in the final encounter with Cetus. So if you have used this strategy, you can also wait for a new spawn and collect more rubies.

Note that when you fight sharks, they use a bleed attack, which causes all the sharks in the area to go after the one who is bleeding. If you kill the spawn first, this reduces the chance of having a feeding frenzy on your group. Also, if you draw the one with the ruby away from any other sharks, you have a better chance of avoiding a mass attack.

Special Drops

Ruby (used against Cetus in Encounter 10)



Encounter 1-9:

Desmona's Harpies

Starting Point

Oceanus Notos:
Either 32.8k, 46.4k or
28.2k, 52.1k

Goal

Kill Desmona

Special Conditions

Find some tokens.

Creatures Involved

Desmona, invisible
harpies

Credit

Battlegroup

Number of Players

One group or more.

Backstory

Desmona is so powerful that her presence permeates her island, keeping her followers invisible. The Atlanteans placed a total of 10 tokens on the island to allow would-be heroes to reveal Desmona and her harpies.

Encounter

Before you attempt this encounter, go to either 32.8k, 46.4k or 28.2k, 52.1k and /dig until you have obtained several coins called Desmona Revelation Tokens. You will want several of these coins because a) they make the invisible harpies that defend the island visible and b) the harpies steal the coins from you during battle, although you can recover lost coins if you kill the harpy who stole it.

Note that there will be no more than 10 of these tokens available at any time. Also, you can't keep the tokens once you leave the island. They will automatically disappear if you leave and also if you release or log out.

Once you have gotten some of the coins, go to 25k, 48k and go after Desmona, handling the harpies, which should now be visible.

Special Drops

Desmona's Crown (useful in the Cetus encounter)

NOTE ON DESMONA'S HARPIES

If you have enough people, someone can go /dig at 25.8k, 44.3k and cause the Harpy of the Dance to spawn. When you kill her you will obtain the Ring of Dances artifact.

Encounter 1-10:

Cetus' Endgame

Starting Point

Oceanus Mesothalassa:
Cetus' Cave 57k, 6k

Goal

Defeat Cetus

Creatures Involved

Cetus

Special Conditions

Complete the other
encounters

Number of Players

2-3 groups of level 50s;
more if lower, level
players are involved

Credit

Battlegroup

Backstory

Cetus was used on occasion by the ancient Atlanteans, but when he wasn't useful, he was imprisoned in his pit. When the Atlanteans disappeared, Cetus was doomed to his prison, and he's none too pleased about it. Don't expect a friendly welcome when you come to call upon him.

Encounter

The battle is pretty standard. What most sets it apart is the strategy of the battle in which it is important to watch for Cetus' spam about healing himself. If he is getting ready to teleport out to heal, that is the time to use the Ruby. Only one Ruby will cast its effect at a time, so you shouldn't have to worry about more than one being used up; however, it's probably a good idea to establish who is going to use the first Ruby, the second, and so forth. Depending on the strength and effectiveness of your group, you may need only one or



Trials of Atlantis: Trial One

There are four items that can help in this encounter. Each of these items will be consumed when used.

Many-Faceted Ruby

This is the ruby from Encounter 8. This is the most important item to bring, and you will want to bring at least two or three. It will prevent Cetus from retreating behind his gate and healing. Note that this item can only be used while floating inside one of the magical spheres.

Rassa's Mirror

The mirror can be used when Cetus is above 50% health to spawn some mindslayer orbs to attack him for 30 seconds. However, it has another use. Cetus has a powerful breath attack, which has a 1% chance to fire each time he is hit. If you have the mirror in your inventory and you trigger the breath attack, the mirror prevents Cetus from using the breath attack. This effect lasts for the next ten seconds. The mirror is not destroyed when it protects you from the breath attack. Note that the mirror can only be used while floating inside one of the magical spheres.

Kirkleis' Ring

The ring can be used to clear Cetus' aggro, and works more reliably than spells. This item can be used anywhere in the pit.

Desmona's Crown

The crown will instantly port any player to safety at the entrance to the cave. Useful especially if a group wipeout is imminent and a rezzer can use it to escape. This item can be used anywhere in the pit.

two Rubies, but it's best to have one or two extra, just in case. And remember, Rubies can only be used while floating inside one of the magical spheres.

Using the mirrors can help whittle Cetus down, although it does leave the player more vulnerable to Cetus' breath attack, since it will disappear when used to launch the mindslayer orbs. Only one mirror can be used in this way at a time, and it must be used when the player is floating inside one of the magical spheres.

Special Drops

Albion

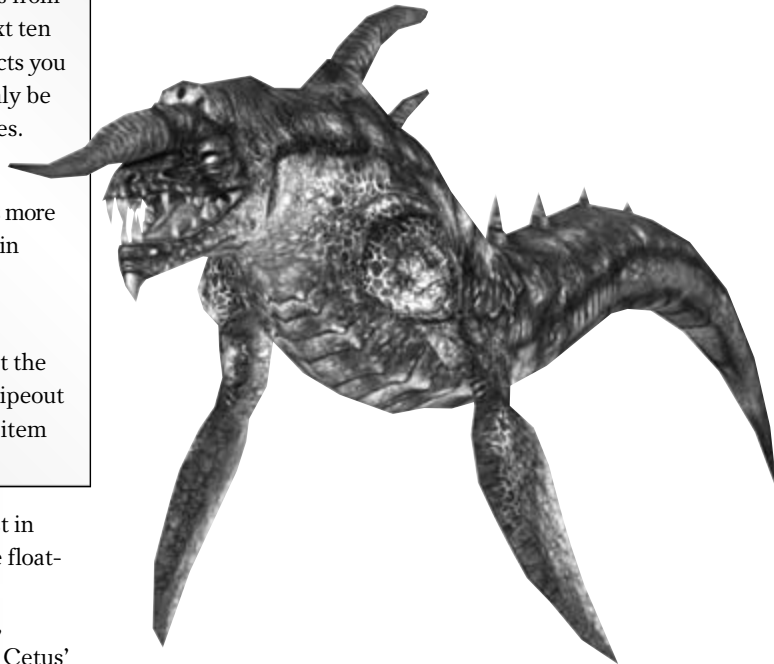
Ancient Key
Flayed Cetus Skin
Hardened Cetus Skin

Midgard

Ancient Key
Flayed Cetus Skin
Hardened Cetus Skin

Hibernia

Ancient Key
Flayed Cetus Skin
Hardened Cetus Skin





Trial 2

Encounter 2-1:

Death from the Shadows

Starting Point

Temple of the Sobekite
Eternal

Goal

Defeat one of the shadow
creatures.

Creatures Involved

Shadow Reavers: Ata,
Ka'a, Sinuhe, Bassem

Special Conditions

None

Number of Players

1 or more groups

Credit

Battlegroup

Backstory

Within the temple are shadow reavers who are also masters of stealth. Devoted to Runihara, they have been sent into the temple to exterminate the sobekites who dwell there so that Runihara can gain control of the entire temple.

Encounter

Invisible shadow reavers stalk the temple area of Sobekite Eternal. There is a chance they will attack a given player, grouped or not. Once one of them reveals itself, kill it to complete this encounter.

Your chances of forcing one of the reavers to reveal itself is based on your intelligence or wisdom stat. Otherwise, there's not much you can do to force the shadow reavers to appear, but there is something. It seems they have a weakness for gator eggs, so if you can bring a gator egg with you, it increases the chances of the encounter. The shadow reavers are pretty basic mobs who use basic melee and styles, so they shouldn't create any unusual challenges.

Special Drops

Ka'a & Ata - South Hall Gate Key
Sinuhe & Bassem - Stone Key

Encounter 2-2:

Stalking Terror

Starting Point

Temple of the Sobekite
Eternal

Goal

Defeat the Shadow
Reaver

Creatures Involved

Shadow Reaver

Special Conditions

None

Number of Players

1 group

Credit

Battlegroup

Backstory

The Shadow Reaver is the commander of the reavers who patrol Sobekite Eternal. Their main goal is the eradication of the sobekites in the temple for their master, Runihara.

Encounter

For this encounter, the NPC wanders the back halls of the temple portion of the dungeon until he is able to latch on to a player. As in the previous encounter, the higher your intelligence or wisdom, the more likely it is that you will force him to reveal himself. Otherwise, he behaves in the same manner as the other reavers, but instead of having the lust for the eggs, he seeks the Ancient Rusted Crown from Encounter 2-3. Carrying the Rusted Crown adds 2% to your chance of uncovering this rogue-like creature.

Defeat the Shadow Reaver to receive credit for the encounter.

Special Drops

South Hall Gate Key
Cauldron of vivifying water (elemental weapon component)



Trials of Atlantis: Trial Two

Encounter 2-3:

Triton Hoards

Starting Point

Sobekite Eternal

Creatures Involved

Antron Chieftain and
Speos Chieftain; the rest
of the clans

Number of Players

1 group or more

Goal

Kill one of the chieftains

Special Conditions

None

Credit

Battlegroup

Backstory

The Antron and Speos clans have allied with each other in order to defend their domains from encroaching sea creatures and other dangers from the waters of Oceanus. They do not steal from each other or make war, but they do have a rivalry to see which clan can accumulate the most treasure and artifacts.

Encounter

Each chieftain resides underwater in a huge cave, surrounded by clan members of all kinds. There are melee, casters and healers all filling the caves. The goal is to kill the chieftain of either clan, so you must get to him, but if you charge in, you will be in a huge battle. The Antron clan seems slightly easier to fight. You can pull the tritons from the cave and take them on in smaller groups, whittling down the small army in the cave until it is safe to take out the chieftain. It's pretty standard, otherwise.

Special Drops

Amphitheater Key, Cellar Key, Ancient Rusted Crown

Encounter 2-4:

Rrionne's Reflection

Starting Point

Temple of the Sobekite
Eternal

Creatures Involved

Rrionne and her
reflection

Number of Players

1 or 2 groups

Goal

Kill Rrionne

Special Conditions

None

Credit

Battlegroup

Backstory

Rrionne is a mischievous water djinn who has taken refuge in the Sobekite Eternal dungeon for reasons known only to her. She is never seen without her reflection following her close behind.

Encounter

Rrionne can spawn in different parts of the temple area. Once you locate her, you will discover that she will run from any approach and, in any case, she cannot be damaged until you take out her reflection. Take out Rrionne's Reflection, then fight her. The reflection is weaker than the original, and uses exclusively magic attacks. She should be no real problem for a small group. Rrionne will be more challenging, but is still a pretty standard battle. Rrionne will stay in ranged mode if players use ranged attack on her. She'll use fire and energy-based DD spells. Once she's engaged in Melee, she'll melee the rest of the fight with occasional PBAOE attacks.

Special Drops

North Hall Gate Key



Encounter 2-5:

Chaths' Test of Strategy

Starting Point

Temple of the Sobekite
Eternal; 23.6k, 3.2k

Creatures Involved

Chaths and white and
black marble statues

Number of Players

One group

Goal

Defeat Chaths in a game
of strategy

Special Conditions

Read the instructions

Credit

Group

Next, choose one of the white pieces and, by talking with it and choosing the associate option, you will gain the opportunity to make certain modifications to it. If you don't have enough people to each associate with a different piece, you can associate with one, change its settings, then say "different" to it and move to another statue. The modifications you make will be remembered. So one person can do this encounter alone.

When you are done with your modifications, return to Chaths and say you're "ready" to begin. After that, you get to watch the battle and see who wins. You can't participate, so the outcome will depend on how well you chose your modifications to the piece with which you are associated.

Special Drops

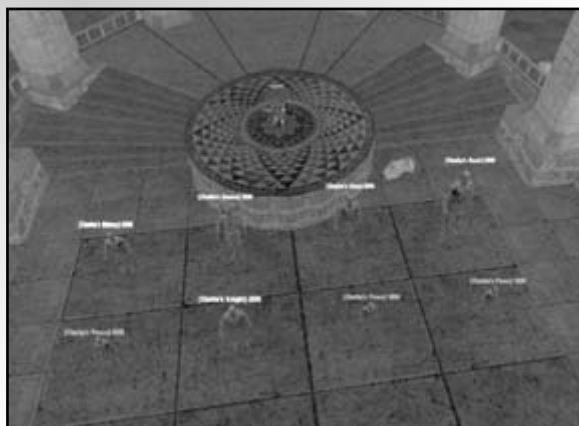
None

Backstory

Chaths' encounter is one of the few that is unchanged since the early days of Atlantis. Basically, you must engage in a battle with chess-like pieces – animated statues that will battle it out to determine a winner.

Encounter

Chaths will give you basic directions on how this encounter works. First, you can inspect each of Chaths' pieces to see how he has them set. This should give you a clue about how to form your strategy.



Trials of Atlantis: Trial Two

Encounter 2-6:

Kanahkt's Test of Tactics

Starting Point

Sobekite Eternal;
24.5k, 18k

Goal

Defeat all of Kanahkt's
attacks

Creatures Involved

Kanahkt and his statues;
eidolon

Special Conditions

None

Number of Players

1 group

Credit

Battlegroup

Backstory

Kanahkt is the spirit of a long-dead sobekite who cared for the statues in the amphitheater of Sobekite Eternal. Before the fall of Atlantis, those who wished to compete in the trials would have to defeat these statues as they worked their way through the temple.

Encounter

Kanahkt can be found in his own amphitheater surrounded by dormant statues. When you talk to him, he will offer you a test, and if you can pass the test, you gain credit for the encounter.

The test basically consists of fighting Kanahkt, but not in his normal form. Kanahkt will inhabit the bodies of the statues in the room, one after the other, until you have defeated them all.

The encounter would be relatively simple if it were only a matter of killing the statues one at a time. However, during each encounter, eight eidolon orbs will appear and start nuking randomly. The eidolons will appear to be relatively low level, and therefore nearly harmless at the beginning, and you may be tempted to ignore them. That would be a mistake. The eidolons will level up every 5 seconds. They start at level 35, but within a short time, they will reach level 70, at which point their level timer goes to 10

seconds until they reach level 80. The eidolon have no resists and, at level 35, they have a negative to overall hit points. You don't want eight level 80 mobs joining this battle, so it's a good idea to take them out early when they are low enough level for a caster or archer to dispose of them.

The statues themselves are sufficiently purple to require some effort, and each is a different type, either melee, hybrid or caster, and each has specific attacks.

When they take crush, slash or pierce damage, the marble statue and the slate statue will spawn an "arcane bomb" that will seek the closest player (depending on class) and explode. However, if the bomb is destroyed before reaching its target, it will detonate an even bigger explosion.

When it takes fire, cold, spirit or energy damage, the stone statue will create a damage shield around itself, based on the damage it took from players.

After each death, Kanahkt will spawn before heading to the next statue it will assume control of until no statues remain. When none remain, the encounter is over.

Special Drops

None





Encounter 2-7:

Pick Your Poison

Starting Point

Sobekite Eternal;
29.9k 13.4k

Goal

Face either Fear, Horror
or Terror

Creatures Involved

Sharks, octopi, barracuda,
ghosts, ghost boss,
eidolon, Shahrnaz

Special Conditions

None

Number of Players

Solo, group or battlegroup

Credit

Solo, Group or
Battlegroup

Backstory

As the Atlanteans worked their way through the trials, they were forced to face their worst personal nightmares, which was the nature of the encounter with the shaman Djedkare. Only the bravest were able to overcome these images while the unluckiest succumbed to these fears and often died. With the fall of the Atlantean civilization and the recent incursion of the three realms to this world, Djedkare has had to change his strategy to accommodate these new adventurers.

Encounter

This encounter begins when you speak with Djedkare. He will offer you one of three encounters – fear, terror or horror. Fear is meant for a solo player and can be repeated every 15 minutes. Terror is designed for one or two groups and can be repeated every 30 minutes. Horror is a large-scale encounter (up to 32 players) that can be repeated every 2 hours.

Fear

To attempt this encounter, you must first speak with Djedkare, then enter the well at the end of the long room. You will have to maneuver the length of the underwater

cave to reach the end, which holds Djedkare's Treasure. All you have to do to complete the encounter is to open the chest at the end of the hall, but you will have to fight any mobs that appear, including aggressive sharks, octopi and barracuda. Once you open the chest, the encounter ends and you can exit the cave.

Terror

This encounter begins with a lightning spark that begins at the entrance to the long hall and travels into the room, ultimately moving into the center of the room, at which point large bolts of lightning will begin to cause significant damage to anyone nearby and the marid Shahrnaz will spawn. You must defeat Shahrnaz, who constantly casts energy-based spells. When she is hit by energy-based spells, she will "charge" up for 15-seconds. If another player hits her with an energy-based attack during this time, she will cast a PBAE lighting spell around the room at various points. The moral of that story is to avoid using energy-based spells on her.

Horror

For this encounter, Djedkare will "summon" ghosts of Sobekite Eternal's past. The object is to locate the boss ghost. Each time you select (click) on the wrong ghost, it will attack with a chance of BAFing with one of the flying eidolons in the room. This continues until you locate the boss ghost, at which point it will change form and you must find it again. The ordinary ghosts use melee attacks and can mez. The boss uses melee and styles. The eidolons are strictly melee fighters.

This encounter should reward up to two full groups, and completing any of these three encounters gives you credit for completing Encounter 2-7.

Special Drops

None



Trials of Atlantis: Trial Two

Encounter 2- 8: Stand Fast

Starting Point

Sobekite Eternal;
19.1k, 24k

Creatures Involved

Amenemhat, crocodiles

Number of Players

Solo

Goal

Defeat Amenemhat

Special Conditions

You cannot attempt this
twice in a row.

Credit

Solo

Backstory

Amenemhat has been the champion of the Sobekites since the Atlanteans first began the trials. Like other priests in the temple, he cannot die of natural causes but can be killed. Over the years, he has learned to use the skills of those that challenge him, thus making him a formidable challenge for any would-be champion.

Encounter

When you speak with Amenemhat, he will challenge you to a duel. Once you accept the duel, you will be given five minutes to make it from the bottom floor to the top, where the duel will take place. If anyone else attempts to run up to the top, they will be thrown down into the crocodile pit and four level 70 crocs will spawn and attack.

Amenemhat is one of those tricky mobs that will change level and class to match his opponent, within a range of 40 to 50. He can duel as a melee, caster, healer or rogue/ranger type.

To win the duel, you only have to get Amenemhat down to 10% health, at which point he will declare you the winner. If you die, however, you cannot attempt the encounter immediately, as he will not allow the same player to try it twice in a row. However, the encounter will reset after 15 minutes if nobody has attempted it before that.

Special Drops

None

Encounter 2-9:

The Battle Masters

Starting Point

Temple of the Sobekite
Eternal; 25.3k, 22.8k

Creatures Involved

Onuris and the Battle
Masters; tritons

Number of Players

1-2 groups

Goals

Return the lost items,
then defeat the Battle
Masters

Special Conditions

Return the lost items

Credit

Battlegroup

Backstory

Onuris is the keeper of four items that belonged to ancient battle masters who had conquered the trials prior to the collapse of Atlantis. These items enable him to summon images of those battle masters, allowing you to test yourself and complete the encounter. The problem is that the four items have been stolen from him by tritons. You will need to locate and return these four items to reactivate this trial test.

Encounter

When you speak with Onuris, he'll tell you to recover Dimitri's Sword, Bulis's Shield, Kaletor's Staff and Thoas' Staff, which are random drops from any common triton or any triton Treasure Hunter, Diplomat or Arch Mage.

The battle with the four Battle Masters depends somewhat on the specific tactics of the enemy:

Bulis

Bulis is a melee attacker who will stick to the first player he engages. If any other player attempts to attack him, that player will be teleported to a location between Thoas and Kaletor. Bulis is only a level 50 with somewhat boosted hit points.



Encounter 2-10:

The Immortal Imposter

Starting Point

See Encounter info

Goal

Defeat Runihura

Creatures Involved

Runihura, spitting cobras and merula harpies

Special Conditions

None

Credit

Battlegroup

Number of Players

1-4 groups

Thoas and Kaletor

Thoas and Kaletor are casters who are surrounded by auras. Thoas' aura will root anyone who ventures into it while Kaletor's is a damage-inflicting aura. The two casters use ranged attack magic for players at distance, and have close-in magic for melee.

Dmitri

Dmitri is a tank whose job is to disrupt archers and casters who are attacking Thoas and Kaletor from long range.

Strategies for this encounter may vary from group to group, but it may be that assigning a strong tank to Bulis, with healing backup, and taking out Dmitri next will leave the two casters vulnerable.

Once all four Battle Masters are defeated, the encounter is over and you'll get credit.

Special Drops

None

Backstory

Long ago the highest Sobekite priest was awarded an artifact called the Ankh of Life by his god, which granted him immortality as long as he kept it on his person and within the confines of the Sobekite temple. An Apophian priest named Runihura coveted immortality at any price and was determined to acquire the artifact. So, disguising himself as a Sobekite, the Apophian infiltrated the temple and slew the high Sobekite priest. He then rigged the high priest's chamber with deadly traps to ensure his safety if he was ever discovered.

The Sobekites eventually determined that he was an imposter, but it was too late. The Apophian's traps kept him safe. Information available from the scholars at the Hall of Heroes indicates that players must slay the Sobekite high priest to complete the second trial. Upon his death, the Ankh of Life would resurrect him to face the next trial seekers. Even though the actual original priest has been killed, the Sobekite high priests in the Temple of the Sobekite Eternal will still offer the trial challenge, hoping to rid the temple of the imposter.

Encounter

First off, find the exit in the Sobekite Eternal dungeon (5.7k, 7k). This takes you outside, through a tunnel on the side of a huge rock. You must make your way to the tunnel at the top and enter the temple to find Runihura.

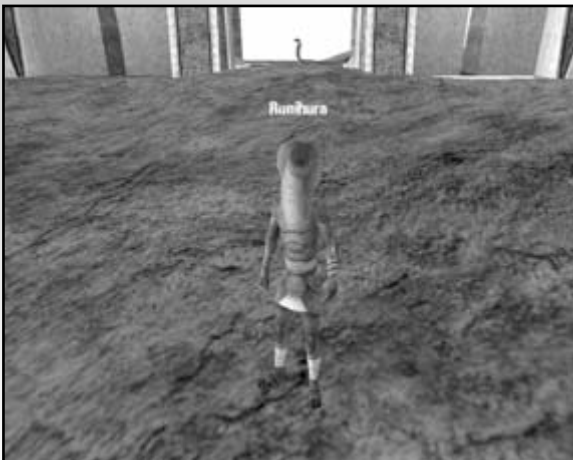


Trials of Atlantis: Trial Two

The encounter with Runihura is complicated by his spike traps, which he uses when players cluster inside the temple. If the player force is not too large, and they are not all inside the temple, the spike traps may be less of an issue. Hiding in the openings in the temple will spawn snakes, which will attack you. If they kill you, more snakes will spawn inside the temple and help Runihura.

The spike traps can pose a problem if the temple area becomes too crowded, but if you space yourselves out well, you shouldn't trigger them. Otherwise, Runihura is not aggressive, so strategically, it's probably best to send a few tanks after him at the center of the temple. Extra tanks should be prepared to handle the snakes called Bane Crawlers, which he summons to protect him. After he has taken some damage, casters and archers can start ranged attacks.

If Runihura switches targets and goes after a non-tank, it is important that everyone remain calm and stay where they are. If Runihura moves to attack a non-tank in or near one of the corners of the room, the players that were in that corner should try to swap places with the tanks who were engaged in melee combat with Runihura. If everyone scatters when Runihura moves, the spikes will start going off and things will get ugly fast.



Special Drops

Albion

Runihura's Black Pearl Key
Cauldron of Vivifying Water
Snake-Lord's Runed Hauberk
Snake-Lord's Runed Hauberk
Snake-Lord's Runed Vest
Snake-Lord's Runed Robe
Serpentine Choker
Serpentine War Axe
Serpentine Coffin Hammer

Midgard

Cauldron of Vivifying Water
Runihura's Black Pearl Key
Snake-Lord's Runed Hauberk
Snake-Lord's Runic Hauberk
Snake-Lord's Runed Vest
Snake-Lord's Runic Vest
Serpentine Moon Claw
Serpentine Choker
Serpentine Great Hammer

Hibernia

Cauldron of Vivifying Water
Runihura's Black Pearl Key
Snake-Lord's Runic Vest
Snake-Lord's Runed Hauberk
Snake-Lord's Runed Vest
Snake-Lord's Runed Robe
Serpentine Sword
Serpentine Choker
Serpentine Dire Club



Trial 3

The third Trial once required those seeking to complete the trials to locate an underground Atlantean warrior's temple whose entrance was hidden in one of hundreds of caves on the western side of a large rocky gorge. The warrior was equipped with the best armor and weapon that the best Atlantean smiths had to offer and it was enchanted by a legendary Atlantean mage. The mage was the architect of the trial. Most of the caves contained gorgon lairs that were created as part of the trial to look like underground temples similar to the Atlantean warrior's temple. In these temples the Gorgons hoarded treasure that they collected from the corpses, now statues, of would-be heroes searching for the Atlantean warrior. A vast network of caves that stretched from one end of the gorge to the other interconnected the lairs.

The Atlantean hero waited in his temple for those seeking to complete the trials to find and challenge him to single combat. His temple had a magical ward placed upon it by a legendary Atlantean mage. The ward served to keep the gorgons and Medusa out of the temple. Finding his temple in the caves was a nearly impossible task because it was impossible to distinguish it from the gorgon lairs.

When the catastrophe that destroyed Atlantis struck, the eastern wall of the gorge collapsed, and the surrounding lands sunk into the earth and were flooded. Many of the gorgon's caves either collapsed or were flooded, but some remained intact and above water. The ward guarding the warrior's temple from the gorgons and Medusa fell. During the catastrophe, a large stone block fell from the ceiling toward the warrior; he tried to jump backward out of its way but, it landed on

his legs, crushing them and pinning him to the temple floor.

After the catastrophe had come to an end, Medusa decided to check in on the warrior's temple. She suspected that the magical ward could have fallen and she coveted the living space the temple would provide. On the way to the temple she was pleased to discover that some of the interconnecting caves to other gorgon lairs remained intact, though most were now flooded. She snuck into the temple and discovered the warrior on his back, legs crushed under the block, barely breathing and clutching a sword to his chest. The warrior raised his sword to attack but Medusa grabbed the blade and ripped it from his feeble grasp. Medusa then gazed into the warrior's wide staring eyes turning him to stone. The temple was hers.

The trial required those attempting to complete it to defeat nine challenges before facing the warrior in his temple. Completing those nine challenges awarded an adventurer with a certain degree of resistance against Medusa's deadly glare, helping them evade her to locate the warrior's temple. The legendary Atlantean mage who selected the nine challenges then wove a spell for each that would be cast upon any adventurer who met and defeated them.

Winning a battle to the death inside of the temple after completing the nine challenges was victory over this Trial. The Atlantean warrior was resurrected each time he was defeated, but those who faced him and lost were not. But now that the warrior is dead and not coming back, destroying Medusa is the only way to achieve victory.



Trials of Atlantis: Trial Three

Encounter 3-1:

Moirai the Shielded

Starting Point

Temple of Twilight;
30.6k, 14.6k

Creatures Involved

Moirai, Minions,
Summon Cobra

Number of Players

2-3 Groups

Goal

Kill Moirai

Special Conditions

None

Credit

Battlegroup

Moirai has some nasty abilities:

- She can summon a cobra, which will attack whoever is attacking her and fight until one of them dies.
- She can summon fiery explosions that surround her and do PBAOE fire damage.

Special Drops

One of nine runic powers

Backstory

Moirai is the head of a coven of sorts. She is the oldest of the gorgons still alive in the cavern temples and shares her lair, several other gorgons whose lairs were destroyed during the destruction of Atlantis.

Encounter

Moirai has many gorgons living near or in her lair, and they act as guards, protecting the lair from any intruders. You must fight past these gorgons to reach Moirai's room. Moirai is guarded by three minions who will attack anyone who attacks her. She is also protected by a pulsing shield, which prevents anyone from causing her damage. She can be attacked, but all damage is absorbed by the shield.

You must fight the minions first. When they reach 50% health, they will run to Moirai and use her shield to heal themselves. Each time they do so, the shield weakens and shrinks. If this happens six times, the shield will disappear and Moirai becomes vulnerable to attack.





Encounter 3-2:

Kepa the Sickened

Starting Point

Temple of Twilight
52.9k, 11k

Creatures Involved

Kepa, Moughart, and
triton bodyguard

Number of Players

2-3 Groups

Special Conditions

None

Goal

Kill Kepa

Credit

Battlegroup

Once you have killed Moughart, return to Kepa and tell her. But don't expect honor from a gorgon. Now that she is back at her full strength her gratitude is short-lived. She gives you one minute to prepare or run away. If you stay, you'll have to fight her for the reward.

If you leave the room within 30 seconds, she doesn't aggro. However, if you stay, then you must fight her. One of her main abilities is to create a cloud that heads for a specific attacker and does an AE stun and causes AE DD to nearby players.

Special Drops

One of nine runic powers

Backstory

Kepa lives alone and does not share her cave with other gorgons. She has been poisoned/weakened by a triton who attacked her long ago, but she doesn't want to admit that she is in a weakened state, fearing that Medusa will take the runic power from her and kill her.

Encounter

When you first locate Kepa, she is neutral and you can speak to her. She will tell you the whole sad story of how the triton poisoned her and about the priest Moughart who prepared the poison. She'll ask you to go kill the priest for her in exchange for the power you seek. You really have no choice at this point but to accept the quest.

Moughart spawns at one of the three main faction triton camps, which can be found in Mesothalassa at approximately 6k, 21k; 48k, 20k; and 38k, 48k. While not as tough as the gorgons, Moughart and his bodyguards can provide some challenge.

Moughart is sort of an unpleasant enemy. He likes to disease his attackers and may, from time to time, specifically target healers. Once he has diseased a player, he will switch to another and let his bodyguards attack the ones already diseased. Moughart also creates air bubbles that spam roots and DD's. These air bubbles can be targeted and killed.



Trials of Atlantis: Trial Three

Encounter 3-3:

Casta the Earthshaker

Starting Point

Temple of Twilight;
46.8k, 12.2k

Creatures Involved

Casta

Number of Players

2-3 Groups

Special Conditions

None

Goal

Kill Casta

Credit

Battlegroup

damage. The other sends an AE bolt spell that does direct damage within a small radius around her target.

Needless to say, you must kill Casta to gain her power.

Special Drops

One of nine runic powers

Backstory

Casta is extremely distrustful of all other gorgons and has refused to share her lair with other gorgons who lost their homes in the catastrophe, even going so far as to slay some of the refuge gorgons who attempted to enter her temple. She agreed to guard one of the runic powers for Medusa only because she feared that Medusa would slay her if she refused.

Encounter

Casta has several artifacts she has gathered over her time in this realm. One of these is a special necklace that makes her immune to all ranged attacks. This can be nullified if someone hits her with crushing or slashing damage. Every time she is hit, there is a chance that the necklace will chip. If the necklace is chipped twice, it will shatter, making Casta vulnerable to ranged attacks.

Casta also has two bracelets that work together to give Casta temporary immunity to a specific type of damage. When she is hit, the bracelets absorb the power of the damage and give her seven seconds of high resistance to that kind of attack. After seven seconds, the bracelets will once again absorb damage and give her protection from the next type of damage.

Casta's two rings also give her special attack abilities. One casts a long distance root that also does very high cold





Encounter 3-4:

Laodamedia the Furious

Starting Point

Temple of Twilight;
56k, 12.1k

Creatures Involved

Laomamedia, Deidamia,
Lokaste, Prokne

Number of Players

2-3 Groups

Special Conditions

You must fight several
gorgons in sequence.

Goal

Kill all the gorgons

Credit

Battlegroup

To avoid this frenzy state, it's good to mix up the damage types dealt to her in melee. However, just because she's a bad-tempered gorgon, she can go into a frenzy anyway from time to time.

Once Laodamedia is killed, the three other gorgons appear, and each has its own unique abilities as well.

Deidamia summons cobras to do her fighting and mezzes nearby attackers.

Lokaste melees quite hard, and has an extremely high chance per hit to stun players for 3 seconds.

Prokne has a chance to cast a high damage DoT spell on players, and she will switch targets, poisoning as many people as possible.

Defeat all three gorgons to complete the encounter.

Special Drops

One of nine runic powers

Backstory

Like many of the gorgons, Laodamedia's lair was destroyed in the catastrophe that wrecked Atlantis, but she quickly found a new home, slaying the gorgon who lived there. However, other gorgons desired her lair, so she was forced to defend it frequently. Even now, there are gorgons who have their eye on Laodamedia's home. When Medusa came and asked Laodamedia to guard a bracelet for her, Laodamedia was tempted to try to kill Medusa to prove that she is the strongest of all gorgons, but decided that would be unwise.

Encounter

Killing Laodamedia is the first part of this encounter, because, once she dies, three more gorgons will come to claim the lair. When they appear, the gate will lock and you must defeat them to complete the encounter.

Laomamedia attacks in flurries. She has a 50 percent chance of generating a poison DD proc throughout the battle. When she is hit with thrusting, crushing, or slashing damage three times in a row, she is goes into a frenzy, which effectively speeds up her attacks and increases the likelihood of her pulling off double attacks, and, as a result, also causes the poison proc to fire more often.

Trials of Atlantis: Trial Three

Encounter 3-5:

Antioos the Deceitful

Starting Point

Temple of Twilight;
37.6k, 10k

Creatures Involved

Antioos, triton shaman,
gorgon snakekeeper, and
all gorgons inside dun-
geon, pregnant cobra

Number of Players

2-4 Groups

Special Conditions

None

Goal

Kill Antioos

Credit

Battlegroup

Backstory

Antioos is deceitful and treacherous. She was sneaky enough to slay several gorgons who attempted to take her lair from her after the catastrophe. Medusa was impressed by Antioos' ability to defend her lair and thus entrusted her with one of the runic powers. Of course, Antioos agreed to take it, knowing that Medusa would slay her if she refused.

Encounter

When you first find Antioos, she offers you a deal, and if you agree to help, she gives you a quest to find three items in exchange for the runic power you seek. The items are: one cobra egg, an ancient Atlantean sword, and a triton shaman necklace. You must find these three items (in any order) and bring them back to Antioos.

To find the cobra egg, find "Gorgon snakekeepers." These gorgons spawn cobras around them, and every now and then a pregnant cobra spawns. Killing the pregnant cobra at the right time will get you a cobra egg.

To get the Ancient Atlantean Sword, kill any of the gorgons in the surrounding areas. They will randomly drop the item. For instance, try the area around 30k, 20k. You may also find the snake keepers in this area.

Look for the triton shamans in Mesothalassa, among the triton camps (6k, 21k), (48k, 20k), (38k, 48k). There is a 50% chance the necklace will drop when you kill the triton shamans.

By now you should know that you can't trust a gorgon, and Antioos is no exception. When you return with the items and give them to her, she not only refuses to keep her word and grant you the runic power, but she uses the cobra egg to create a very powerful giant cobra, which she sics on you. Now, you have a choice. If you concentrate on Antioos, you can kill her to complete the encounter, but once she gets to 25% health, she causes the giant cobra to spawn a bunch of smaller cobras (actually 10) that are still at level 65. Now you will have to finish her off with the giant cobra and all its buddies.

You will get credit for the quest if you kill Antioos, even if you are wiped out after that by the cobras. So, you can either take on the cobra and try to kill it before Antioos, or you can concentrate your efforts on the gorgon and possibly die completing the encounter.

Special Drops

One of nine runic powers



Encounter 3-6:

Glowing Barracuda

Starting Point

Temple of Twilight;
19k, 23k

Special Conditions

None

Creatures Involved

Bonerending barracuda

Goal

Kill the glowing
barracuda

Number of Players

2-3 Groups

Credit

Battlegroup

Backstory

When you first entered the dungeon, you may have encountered a triton treasure hunter who told the story of a giant whale shark and of lost companions. If you find the triton treasure hunter, he will tell you about how the nearby barracuda are acting strangely and how one of them seems to be glowing. It seems that Medusa has given part of the runic power to the barracuda.

Encounter

Find the glowing barracuda and kill it. The glowing barracuda will mez targets as energy from the runic power shoots out of him into the player he mezzes. After mezzing someone, he'll order his minions to attack that player, then switch targets. He'll keep doing this until either he dies or you do. This is a pretty straightforward encounter, however. Just kill the glowing barracuda. Easier said than done, but there's no mystery to it.

Special Drops

One of nine runic powers

Encounter 3-7:

Shraogh the Feared

Starting Point

Oceanus Notos, approxi-
mately 17k, 60k

Special Conditions

None

Creatures Involved

Shraogh

Goal

Kill Shraogh

Number of Players

2-3 Groups

Credit

Battlegroup

Backstory

The triton treasure hunter just at the entrance to the dungeon explains that Shraogh swam by and scared him into hiding. Shraogh is a fearsome whale-shark who the triton thought was merely the subject of stories and legends until he saw him with his own eyes. From the triton you learn that killing Shraogh will be next to impossible unless you can find a darid gremna eel stomach, which you can use to poison the great monster and weaken him.

Encounter

Shraogh is a level 80 mob with a lot of hit points and power. He has the ability to switch targets and charge, but otherwise he's a fairly standard melee shark-type mob. He can be beaten without using the eel stomach poison, but it is easier with it as the poison instantly drains half Shraogh's health and weakens his attacks.

To find the eels that drop the stomach to use for the poison, look around 36.6k, 28k. Shraogh himself can sometimes be found in Oceanus Notos, somewhere around the entrance to the Temple of Twilight (around 17k, 60k) or in the temple itself. Of course, you want to defeat Shraogh, however you can do it, to complete the encounter.

Special Drops

One of nine runic powers.



Trials of Atlantis: Trial Three

Trial Encounter 3-8:

Runic Sting Ray

| | |
|--|-----------------------------------|
| Starting Point Temple of Twilight; 26k, 36k | Special Conditions None |
| Creatures Involved Sting rays | Goal Kill the sting ray |
| Number of Players 2-3 Groups | Credit Battlegroup |

Backstory

Medusa gave one of the runic powers to a sting ray. You'll have to find it and kill it.

Encounter

When you attack the glowing sting ray, it sends all the other sting ray, in the area to attack that player. To make this all the more difficult, once the rays are gathered together in the attack, the runic power can pass from one to another, requiring you to switch targets to complete the encounter.

However, if you can destroy all the other sting rays, they do not respawn immediately, leaving the glowing one alone and simplifying the encounter. Using a strong PBAOE is one way to accomplish this, since all the rays will cluster in one place. Destroy the glowing sting ray to complete the encounter.

Special Drops

One of nine runic powers.

Encounter 3-9: Sinovia

| | |
|--|-----------------------------------|
| Starting Point Temple of Twilight; 49.9k, 26.3k | Special Conditions None |
| Creatures Involved Sinovia and clinging octopus | Goal Kill Sinovia |
| Number of Players 2-3 Groups | Credit Battlegroup |

Backstory

Sinovia is a large aggressive octopus dwelling in an underwater cave in the Temple of Twilight. Medusa simply gave the power to Sinovia knowing that the octopus would attack anyone who approached.

Encounter

Sinovia has a few abilities, one of which is the ability to "grab" players and pull them toward her. When she does this, you will be teleported a short distance toward her, at which point she will cast a life-tap that takes a good amount of your health. This happens only if you are fairly close, since she can't use this ability at long distance.

Sinovia can also spawn clinging octopi that can attack players farther away, but these are weaker versions and basically ordinary melee mobs. Defeat Sinovia to complete the encounter.

Special Drops

One of nine runic powers.



Encounter 3-10: Medusa

Starting Point

Temple of Twilight;
60.6k, 12k

Creatures Involved

Medusa, Medusa's Fire Trap, Poison Trap, Root Trap, Cobra Trap, superior and minor magebane statues, superior and minor shieldbreaker statues, superior and minor lifebane statues, treasure guardians

Number of Players

Five or more groups

Special Conditions

None

Goal

Kill Medusa

Credit

Battlegroup

gaining all nine of the runic powers, she will turn you to stone and kill you. In any event, even if you were to succeed in killing Medusa without completing the other encounters, you would not get credit for completing the Trial.

Medusa has the following abilities:

- She can turn players without the full runic power to stone and kill them.
- She has set up 4 different traps in her room. Each one is marked by a square pattern on the tiled floor. She announces this at the beginning of combat. If players step on any of these square areas, the trap will activate and do its designated damage/job. The four traps are:

Fire Trap: If someone steps on the tiles that trigger this trap, it does AE fire damage to anyone in the small radius of tiles.

Poison Trap: If someone steps on the tiles that trigger this trap, it does AE poison damage to anyone nearby.

Root Trap: If someone steps on the tiles that trigger this trap, it casts an AE root to anyone in the small area of the trap. There is no immunity and it can land multiple times in a row on players if it is constantly set off.

Cobra Trap: If someone steps on the tiles that trigger this trap, it spawns one cobra and sends it attacking the player who triggered the trap. This cobra will stick to this player until the player is dead, or the cobra itself dies.

These traps are constantly on during the fight, and will not turn off unless Medusa is killed.

- Medusa can also disengage from combat, and run a straight line down through the temple, passing over all the traps. Any players stuck to her will end up walking through each trap, so they have to keep on their toes about disengaging from her.

Backstory

Medusa is the legendary gorgon who serves as the ultimate test of any would-be warrior who wants to attain Master Level 3.

Encounter

You must complete the other nine encounters in order to complete this one. If you attempt to kill Medusa without



Trials of Atlantis: Trial Three

- Medusa also can activate the dormant statues surrounding the walls of the room. Each statue has a specific target class to kill. The magebane statues will go after caster classes. The shieldbreaker statues go after melee classes, and lifebane statues go after only healing classes. She may or may not use this ability, but if there are 15 or more of a certain type of attacker, she will definitely use this ability to attack that type of character. So if there are a lot of casters, she will activate the magebane statues. If there are a lot of melee classes, she'll activate the shieldbreaker statues, and so forth.

In addition to the various challenges that Medusa provides, you will need to be aware of the treasure guardians, who will aggro if you get within their range. Once they aggro on a player, they will stick to that player until one of them dies.

If you successfully destroy Medusa, you will complete Trial number 3.



Special Drops

Medusa drops the following:

Albion Drops

Cauldron of Vivifying Water
Petrified Key
Petrified Robe
Robe of Demise
Petrified Jerkin
Studded Terror
Linked Vest of Blindness
Snake Scale Hauberk
Hammered Metal Vest
Snakeskin Robe

Midgard Drops

Cauldron of Vivifying Water
Petrified Key
Petrified Vest
Vest of Demise
Petrified Jerkin
Studded Terror
Linked Vest of Blindness
Snake Scale Hauberk
Hammered Metal Vest

Hibernia Drops

Cauldron of Vivifying Water
Petrified Key
Snakeskin Robe
Petrified Robe
Petrified Jerkin
Snake Tooth Vest
Linked Vest of Blindness
Snake Scale Vest



Trial 4

Encounter 4-1: Colossal

Starting Point

Stygian Delta, random locations

Number of Players

1 group

Creatures Involved

Terkari, iaculi blood, baby scorpion, adolescent scorpion, mature scorpion, giant scorpion, scorpion drone, Colossal

Goal

Kill Colossal

Special Conditions

Colossal must spawn

Credit

Group

Baby scorpions will eventually turn into adolescent scorpions, continuing to grow until they become an adult scorpion, which is around level 49. Adult scorpions can become giant scorpions (level 52). If you kill up to 10 adults, there is a chance to spawn three giant scorpions or Colossal, the named scorpion you're after. If the three giants spawn, kill them and Colossal will spawn. Kill Colossal to complete the encounter.

Special Drops

Bloodstone (used in Encounter 4-7)

Backstory

Colossal was born a ordinary scorpion. When he swallowed the artifact, it changed and mutated him. He became larger, stronger, and even more intelligent. It also made him realize he could no longer live among the other scorpions and he became reclusive.

Encounter

The goal of this encounter is to kill the uber scorpion, Colossal. Here's how Colossal comes into being:

Baby scorpions spawn like other creatures, gathering in one of four locations around the Stygian Delta. But once every minute, the baby scorpions have a 15% chance to grow into a young scorpion, which then has a 10% chance per minute to become an adult scorpion. Adults have a 3% chance to become a large scorpion every 2 minutes, or a 2% chance to become Colossal, if Colossal is not already present in the area. There can be up to 30 baby, 16 young, 16 adult or 16 large scorpions in the entire zone at one time, and up to 4 Colossals.



Trials of Atlantis: Trial Four

Encounter 4-2:

Fortress of Storms

Starting Point

Land of Atum 48k, 8k
(Seti's location)

Creatures Involved

Seti, setian chaos priest,
setian thunder trooper,
setian tremorling, setian
laborer, setian stormlord,
setian sandstrutter, setian
desert scout, setian war-
rior, setian sandscryer,
setian saut

Number of Players

5+ groups

Goal

Kill Seti the Pharaoh

Special Conditions

None

Credit

Battlegroup

Backstory

Seti the Pharaoh is the current ruler of all the setians and is very well protected by his followers. He also possesses the Storm Crystal, which is a device players need in order to complete Encounter 6 of this same trial.

Encounter

The goal of this encounter is to kill Seti the Pharaoh. You will want to know if Seti is present in the fortress or not, and you can tell that because lightning effects will play over the area when he has spawned. If Seti is not at home, then there will be no lightning effects and you can't begin the encounter. As soon as Seti does spawn, however, he will populate all the areas critical to the encounter.

Killing Seti is easier said than done. This complex encounter involves Seti's fortress, three outlying forts and several setian camps. The fortress, forts and camps are all interlinked in several ways. Attacking the fortress without dealing with the forts and camps will cause each fort to send 30 reinforcements and each camp to send 10. If you attack a fort, the camps will send reinforcements. So the order to

deal with this is camps first, forts next and fortress last, unless you want to try to take on the fortress and its contingent, plus 120 reinforcements in an epic battle.

The situation is somewhat more complex, however. When you attack a camp, for instance, each setian you kill will set a fire upon its death. This fire represents damage to the camp, and the fort will automatically send out laborers to put out the fire. In essence, when the fire is put out, it "repairs" the camp and respawns a defender. You must not only take out all the setians, but prevent the laborers from putting out the fires. If you succeed, the camp is out of business.

Once you take out the camps associated with a particular fort, then you can take out the fort. Like the camps, dying setian defenders will cause fires to break out and laborers will come from the fortress to begin repairs. You must take out everything in the fort to deactivate it and prevent it from defending the fortress when the time comes. The only exception are the saut, which respawn every ten minutes and can be ignored for the purpose of inactivating the fort.

The fortress works very much like the camps and the forts in that killing certain of its defenders will cause fires to start and laborers (up to 10 at any time) to begin repairs. The fortress will also be sending laborers to repair the forts, even after you have finished with them. Each time a fire is put out in the fortress, laborers will leave to repair the forts.

Ultimately, your goal is to get to Seti and kill him, but strategically, you may have to have a large force split into different tasks. One section should prevent laborers from repairing the forts and camps. The other section should, once the forts are all down, begin the attack on the fortress. Once you kill Seti, you have completed the encounter.

Special Drops

Storm Crystal (used in Encounter 4-7)



Encounter 4-3:

Sekhmet's Roar

Starting Point

Land of Atum (varies)
Tutankhsekhmet wanders and can be found all across the zone.

Creatures Involved

Tutankhsekhmet, sacred lion, loosely the mausekhmet

Number of Players

1 group

Goal

Kill Tutankhsekhmet and obtain the Eye of Ra

Special Conditions

Use the jeweled khepri scarab to minimize losses

Credit

Group

"Sekhmet's Roar" will crash down on the player who killed her with an area effect that damages nearby players, regardless of faction. This will last for several seconds and can be enough to kill many players. This rain of fire can be prevented, however, by having the jeweled khepri scarab in inventory. This rare drop can be obtained from the mausekhmet nomads. The scarab prevents the "Eye of Ra" from finding them, thereby protecting them from Sekhmet's Roar. Then the Eye of Ra will drop to the ground, which completes the encounter. The Eye of Ra is needed for Encounter 6.

Special Drops

Eye of Ra (used in Encounter 4-7)

Backstory

The mausekhmet worship Sekhmet, a goddess of fire, war, and felines. These worshippers believe that there are certain lions above all others that are sacred to her, and it is believed the leader of the pride is a form of avatar of Sekhmet, a reminder to the mausekhmet that their patroness still watches over them. They call that lion Tutankhsekhmet or the "Living Image of Sekhmet." The mausekhmet believe that to harm any of the sacred lions is a sin, and that if anyone should harm Tutankhsekhmet they will incur the wrath of the goddess herself.

Encounter

Tutankhsekhmet wanders all around the Land of Atum. Through her wanders she will occasionally pick up or leave behind various sacred lions. As a result, the composition of her group will vary. If any of the mausekhmet are nearby when these lions are attacked, there is a chance that the mausekhmet will help. Likewise, if the mausekhmet are attacked and the lions are nearby, there is a chance they will help. If Tutankhsekhmet is killed, a rain of fire called



Trials of Atlantis: Trial Four

Encounter 4-4: Mausekhmet

Starting Point

Land of Atum; various locations

Creatures Involved

Mausekhmet priest, mausekhmet nomad, miw-shersekhet

Number of Players

1-3 groups

Goal

Obtain a Radiant Sunstone

Special Conditions

Miw shersekhet must be present

Credit

Battlegroup

Backstory

The mausekhmet are a nomadic warrior tribe of lion-headed people. They worship Sekhmet, the goddess of fire, war, and lions. Among them live especially sacred women called *miw shersekhet*, who only appear after a tribe of the mausekhmet has grown sufficiently numerous.

Encounter

There are up to six tribes of the mausekhmet in the Land of Atum at any given time, and any of these tribes may spawn the miw-shersekhet that drops the Radiant Sunstone. However, if left unimpeded, each tribe can grow to as many as 59, and the miw-shersekhet will tend to remain in the center of the group. The group will set up camp, spawn a few new members, and then move on to locate a new camp approximately every 10 minutes.

The miw-shersekhet drops a Radiant Sunstone approximately 10% of the time, so it may be necessary to attack mausekhmet settlements more than once. However, in a fully populated camp, there can be as many as 10 miw-shersekhet. If they are all killed, they will not respawn until the tribe moves and sets up a new camp.

Special Drops

Radiant Sunstone (used in Encounter 4-7)

Encounter 4-5: The Sand Jann

Starting Point

Land of Atum;
36.8k, 50.6k.

Creatures Involved

Jamaluddin, whirlwinds of sand, small tornados

Number of Players

2-3 groups

Goal

Kill Jamaluddin the Dao

Special Conditions

None

Credit

Battlegroup

Backstory

Back in the ancient days, Atlanteans had captured several Djinn from the various tribes to use in the Trials. Creatures of the elements, they each have unique powers. After the cataclysm, Jamaluddin and other Djinn escaped.

Encounter

Jamaluddin is a Dao, so he generally dabbles in the earth-like abilities. He has the ability to shapeshift into a whirlwind of sand, and when he does, he will appear to be just like any of the other whirlwinds of sand in the area. He can also summon whirlwinds and tornados. The whirlwinds will swarm over Jamaluddin's selected target while the tornados move around causing direct damage in the area they move through for a short period. In addition to his summoning powers, he can DD, mez and cast other spells. He has a tendency to mez healers, so it may be useful to have someone who can counter the mez effects.

One possible strategy is to get the swarming whirlwinds around a player and PBAOE them to reduce their effect, but Jamaluddin can summon without restrictions, so he may call in more of them. Kill Jamaluddin to complete the encounter.

Special Drops

Gem of Absorption (used in Encounter 4-6)

Sandstone (used in Encounter 4-7)



Encounter 4-6: The Ghillan

Starting Point

Land of Atum; 15.3k, 23.5.

Goal

Kill Oukesson the Ghillan

Creatures Involved

Oukesson the Ghillan,
Energy Mines

Special Conditions

Use the Gem of
Absorption

Number of Players

2-3 groups

Credit

Battlegroup

Backstory

Oukesson wanders the area around the pyramid in the land of Atur; he wanders alone. He is a genie that has the ability to clone himself. Like Jamaluddin, the Ghillan is one of the Djinn who have forgotten their roles in the Trials. The Ghillan tribe of Djinn are made up of the elements from the earth, specifically the desert.

Encounter

The key to this encounter is to prevent Oukesson from using his cloning ability, which allows him to make an exact copy of himself, complete with all stats and abilities. The first time he is hit, he will clone himself. Only the original

Oukesson will clone himself every time. The clones themselves have a very small chance of cloning again. He can clone himself up to 10 times, meaning that you'd be fighting 11 Oukessons if the battle goes on too long and you do not stop him.

To make matters worse, if he does reach the maximum of 10 clones, they will also gain the ability to start healing each other, which effectively means you're sunk. The only way to prevent Oukesson from cloning himself is to use the Gem of Absorption, which is obtained in the previous encounter (4-5). Each time the gem is used, it will prevent Oukesson from cloning himself for 12 seconds. The gem's timer is 6 seconds, so it can be used repeatedly, but it must be used quickly before the genie can create a copy.

Oukesson and each of his clones have some nasty abilities, as well. They can lay two kinds of mines. The first will aggro on nearby players and explode, doing PBAOE damage. The second will look for casters and home in on them, exploding when they get near.

So, as stated previously, the key to this encounter is to kill Oukesson quickly and prevent him from cloning. It might be helpful to have several of the gems.

Special Drops

Crystallized Ghillan Eye (used in Encounter 4-7)



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Encounter 4-7:

Portal Awakening

Starting Point

All Stygia along the river

Creatures Involved

Sobekite khem rager,
securas crocodiles

Number of Players

1 group

Goal

Open the portal to the
pyramid

Special Conditions

The six statues of Sobek
must be activated; players
must be present for at
least one activation to
receive credit.

Credit

Group

portal at the top of the pyramid in the Land of Atum. Although you don't have to be present for all six activations, you must be present at one of them to receive credit for this encounter. When you approach each statue, a small group of crocodile guardians will attack. Once you have taken care of them, you can activate each statue by using the appropriate objects as keys, all obtained in the previous six encounters:

Encounter 1: Bloodstone

Encounter 2: Storm Crystal

Encounter 3: Eye of Ra

Encounter 4: Radiant Sunstone

Encounter 5: Sandstone

Encounter 6: Crystallized Ghillan Eye

The portal leads to Daehien, an uber cobra. But that's the subject of the next encounter....

Special Drops

Pyramid Key

Backstory

The Pyramid of Atum holds the key to the activation of a secret portal. However, the portal will not appear until the six statues of Sobek have been activated. The portal opens the way to the mother of all iaculi, Daehien.

Encounter

There are six statues in likeness to the god Sobek along the river in Stygia. All six must be activated in order to open the





Encounter 4-8: Blood Iaculus

Encounter 4-9:

Oasis of the Marid

Starting Point

Stygia Delta
approx. 58k, 13k

Goal

Kill Daehien

Creatures Involved

Daehien, cerabo iaculus

Special Conditions

Open the portal in
Encounter 4-7

Number of Players

1-2 groups

Credit

Battlegroup

Backstory

Daehien is simply the most uber of the cobra-like iaculi, and the portal was meant to lock her away from the world of mortals for eternity. By opening the portal, brave (or foolish) adventurers risk death in order to prove themselves worthy of the Trials. Death comes quickly and easily in Daehien's Pit!

Encounter

Timing is everything in this encounter. You can take as long as you want to buff up and prepare for battle, but once you step forth into the pit, you are committed. If you come with in 200 units of one of the iaculi, the creature will nuke you hard and could kill you. But there is a way....

The secret is to find a hidden path through the iaculi writhing around Daehien. Once you make it to Daehien, the remaining iaculi will form a ring around you and prevent anyone from leaving. It's then a battle to the death between you and Daehien. Daehien has a 700 unit engage radius and can super nuke you if you retreat.

Special Drops

Blood of Daehien

Starting Point

Land of Atum;
22.5k, 32.2k

Goal

Kill Gaurmaes

Creatures Involved

Gaurmaes, tornado

Special Conditions

Use the Blood of Daehien

Number of Players

3-4 groups

Credit

Battlegroup

Backstory

The Marid called Gaurmaes once defeated Daehien and locked her in the pit, sealing her behind the portal atop the pyramid. He keeps silent and does not appear often in the world, except to ensure that the portal is intact and Daehien is still entombed. He holds the key to the pyramid.

Encounter

Under ordinary conditions, Gaurmaes may appear briefly, but he will not stay around long. If he is attacked, however, he will stay and fight. To get him to spawn, however, bring the Blood of Daehien and use it at the base of the pyramid's entrance. This will bring him running!

Once you engage Gaurmaes, be prepared to deal with the tornados he summons. These tornados can do constant damage to any player trapped within them, so adequate healing may be necessary to keep them alive. Among her attacks are a lightning nuke and summoned whirlwinds that do continuous AE damage.

Special Drops

Marid's Figurine

Trials of Atlantis: Trial Four

Encounter 4-10: Martikhoras

Starting Point

Great Pyramid

Creatures Involved

Martikhoras, corrupt sphinx

Number of Players

1 – 3 groups

Goal

Kill Martikhoras

Special Conditions

You need Marid's Figurine

Credit

Battlegroup

Backstory

Martikhoras used to be a sphinx who guarded the keeper of the Fourth Trial, a scorpion “goddess” who had a specific taste for Trial seekers (she would eat them if they failed). However, after Atlantis fell, Martikhoras (whose original name even he has forgotten) grew bored with his post (something extremely unusual for a sphinx). Betraying everything he represented, Martikhoras ended up killing the trial keeper and drinking her blood. The magical properties of her blood mutated Martikhoras into something part sphinx, part scorpion... known in mythology as a manticore. He has also claimed the pyramid as his temple and lair. He thinks the Trial no longer works, but what he doesn't know is that the Atlanteans allowed for certain contingency plans and that he has become the qualifier for the Trial.

Encounter

The goal of the encounter is to kill Martikhoras. However, he's very high level, has a variety of attacks, and is very resistant to all types of damage since his carapace is of both a physical and magical nature. All this means is that you will have to be creative in your approach to Martikhoras.

Along with Martikhoras, there are six corrupt sphinxes in the room, but you should be able to clear them out quickly. As for Martikhoras, that's another story.

The secret is to beat down the obelisks, causing them to fall on Martikhoras. For each obelisk that falls on him, he will take some damage, and his resistances will be some-

what reduced. Each successive obelisk to hit him does more damage and lowers his resistances by a greater amount. If all four of them hit him, he'll be very hurt and vulnerable to all attacks.

When you first face him, he is 95% resistant to everything. For each obelisk that falls on him, he becomes less resistant. If all 4 obelisks fall on him, he becomes 5% vulnerable to everything.

The problem is that the falling obelisks are not guaranteed to kill him. There are only certain places where the obelisks will hit. One is in the center of the room. The other positions correspond with specific obelisks. Getting him to the other positions under the obelisks should be fairly obvious.

Since Martikhoras does not start in the center of the room, one of the first challenges is to move him into a vulnerable position, then start dropping obelisks on him. For each successful hit, you will get a message saying that he has been hit. You will also get a broadcast if you miss.

Special Drops

Albion

Dust of Creation

Filth Encrusted Key

Midgard

Dust of Creation

Filth Encrusted Key

Hibernia

Dust of Creation

Filth Encrusted Key



Trial 5

Preservation of the body was an essential part of ancient Egyptian funerary practice. Without the body, the “ka” could not return to find sustenance, and if the body was decayed or unrecognizable, then the ka would go hungry and the afterlife of the deceased would be jeopardized. Mummification was therefore dedicated to the prevention of decay. Each part symbolized a part of the “ka” and was protected by an Egyptian demi-god. For the purposes of the canopic encounters (the first four in this Trial), you will not fight these gods directly. The images you will fight are echoes (or spirits) of the represented god.

Encounter 5-1:

Canopic Jar - Intestines

Starting Point

Necropolis
19.7k, 25.4k

Goal

Defeat Qebehsenuef

Special Conditions

Mirrored on Uat and
Anubite sides

Creatures Involved

Echo of Qebehsenuef,
Necropolis Explosion

Credit

Group

Number of Players

1 group

Encounter 5-2:

Canopic Jar - Stomach

Starting Point

Necropolis
32.6k, 36.1k

Goal

Defeat Duamutef

Special Conditions

Mirrored on Uat and
Anubite sides

Creatures Involved

Echo of Duamutef, sum-
moned scarab

None

Credit

Number of Players

1 group

Backstory

Qebehsenuef was the falcon-headed god who protected the intestines. His cardinal point was west.

Encounter

When you go up against Qebehsenuef, be prepared to do some healing, fast. This god can nuke the entire room, causing around 800 points of damage, and he'll try to do this every 30 seconds. One secret to defeating him is to keep hitting him and hope to disrupt his spell casting. Get a lot of players on him, preferably those with fast attacks.

Special Drops

Canopic Jar – Intestines (to be used against Ammut)

Backstory

Duamutef was the jackal-headed god who protected the stomach. His cardinal point was east.

Encounter

Duamutef has the ability to turn himself into a group of scarabs, during which time he will heal himself. This happens on the 42nd time he is hit, and every 42nd hit after, he returns to his normal form. One possible strategy is to use slower, harder-hitting attacks to reduce the number of actual hits it takes to bring him down. The scarabs will last for 30 seconds, and during that time, killing any scarab will do 200 points of damage to Duamutef.

Special Drops

Canopic Jar – Stomach (to be used against Ammut)

Trials of Atlantis: Trial Five

Encounter 5-3:

Canopic Jar -Lungs

Starting Point

Necropolis
19.7k, 16.2k

Creatures Involved

Echo of Hapy, scarabs,

Number of Players

1 group

Goal

Defeat Hapy

Special Conditions

Mirrored on Uat and
Anubite sides

Credit

Group

Backstory

Hapy was the baboon-headed god who protected the lungs. His cardinal point was north.

Encounter

Like Duamutef, Hapy seems to respond to being hit, but instead of turning into a horde of scarabs, he creates 12 mirror images of himself, each of which fights just like Hapy. However, these clones will disappear within 30-120 seconds, and they can be killed if hit three or four times in a row. You don't have to kill the clones, since they will disappear eventually, but doing so reduces the amount of healing Hapy gets during the time they are up, and each one you kill causes a little damage – 50-100 points – to the real Hapy. Fighting Hapy is pretty straightforward, although he does get an attack bonus and extra hit points for his level (70).

Special Drops

Canopic Jar –Lungs for use against Ammut

Encounter 5-4:

Canopic Jar -Liver

Starting Point

Necropolis
8k, 16k

Creatures Involved

Echo of Imsety;
summoned lions

Number of Players

1 group

Goal

Defeat Imsety

Special Conditions

Mirrored on Uat and
Anubite sides

Credit

Group

Backstory

Imsety was the human-headed god who protected the liver. His cardinal point was south.

Encounter

When attacked, Imsety will summon lions from Stygia to protect him. These lions are level 60 mobs with increased hit points, but otherwise, they have no special attacks. Imsety is otherwise a normal level 70 mob who can be taken out with melee and/or spell attacks.

Special Drops

Canopic Jar –Liver for use against Ammut



Encounter 5-5:

Mirror of Ra

Starting Point

Necropolis 4.8k, 10k

Creatures Involved

Gorgons, Cau Surae,
Light of Ra

Number of Players

1 group

Goal

Give the mirror to the
Light of Ra

Special Conditions

Obtain a Mirror of Ra
from a gorgon in Aerus

Credit

Group

Backstory

It was said that Ra traveled each day in his solar barque through the sky, starting in the morning. At night, Ra journeyed through the underworld in another barque. And each night, the monster Apep would try to prevent the sun-god from emerging again—the eternal battle between light and darkness. The gods Seth and Mehen accompanied him and were often depicted defending Ra's barque.

Encounter

To complete this encounter, you must first obtain a mirror dropped by one of the gorgons in Aerus, then go to the Necropolis and give the mirror to the Statue of Ra. However, in order to reach the statue, you will have to fight two huge black crocodiles called Cau Surae.

When you give the mirror to the statue of the Light of Ra, that light will be directed into the Necropolis, weakening Ammut's power for one hour.

Strategically, what this means is that, although you can kill the Cau Surae at any time to gain access to the statue, you probably should wait until you're ready for the final encounter (5-10) before giving the mirror to the statue.

Special Drops

None

Encounters 5-6, 5-7, and 5-8:

To Become a Mummy

Starting Point

Necropolis

Creatures Involved

Bound saubak, bound
zauemia ruinetu

Number of Players

1 group

Goal

Obtain items and become
a mummy

Special Conditions

Mirrored on both Uat and
Anubite sides

Credit

Group

Backstory

After the deceased had been placed into the tomb and sealed up, it was thought that Anubis would lead them to the afterlife, along with another god, Upuaut. The two are very similar, though Upuaut was also another ancient jackal or wolf god, appearing on the Narmer palette. He was not just a god of the dead, but he was a warrior god who opened the way to victory for the pharaoh.

The "Opener of the Ways" helped Anubis guide the dead to the Halls of Ma'ati. It was here that Anubis, as "He Who Counts the Hearts", watched over of the weighing of the heart and the judging of the deceased. It was his duty to see that the beam of the scales was in its proper place, and that the weighing was done correctly. He would then pass judgment on the deceased and Thoth would record the pronouncement. Anubis would protect the innocent from the jaws of Ammut, but would give the guilty to her to meet the final death.

Encounter

For the purposes of this Trial, the followers of Anubis and Upuaut are at war. To complete it, you must gain faction with one side and then speak with the guard at the entrance to your chosen faction's area to receive the quest for the Resin, Mask, and Wrap.

Trials of Atlantis: Trial Five

To get the objects, fight the bound zaubak and zauemia ruinetu in the rooms where you find them, and the last monster killed will drop the item you are after. The zauemia ruinetu are nasty mobs that can summon pets, so watch out for them.

- You'll find the resin in the Chamber of Irn.
- The mask is in the Chamber of Khat.
- The wrap is in the Chamber of Sah.

Once you have obtained all three items, you must find the hery seshta in the Hall of Purification and Beauty. There, you will be instructed to take all three items to a table and "use" any one of them. At this point, all three items will be destroyed and you will be turned into a mummy. What? Yes, that's right. You'll need to be a mummy to complete the upcoming encounters. It qualifies you as "pure of heart." So wrap yourself up and get ready to go.

You will remain a mummy, even if you log off or LD. However, if you leave the dungeon, you will revert back to your normal form.

Note that if you complete the next encounter, you can leave the dungeon and return and become a mummy again without acquiring the three items again.

Special Drops

Resin, Mask, and Wrap, plus mummy form

Encounter 5-9:

A Token for Ra's Boat

Starting Point

Necropolis: 29k, 22k

Goal

Take the ferry

Creatures Involved

Mahaf, Aken, anubite
vusirnui

Special Conditions

You must have completed
Encounters 1-8

Number of Players

1 group

Credit

Group

Backstory

Aken was the custodian of the ferryboat in the Underworld. However, he often had to be woken from slumber by the ferryman Mahaf to provide the boat for travel on the celestial waters. Mahaf is the ferryman who navigates the boat provided by Aken, along the winding waters of the Underworld. He also acts as a herald announcing the arrival of the king into the presence of the sun god, Ra.

Encounter

Aken is the builder of boats and the ferryman for Ra's boat Mesektet. Unfortunately, Aken has a problem staying awake, so you'll need help getting him up. The person who can help you is Mahaf, but he won't just do it. You have to prove that you are ready, which means you must drink from the waters of the river. The good news is that Mahaf will help you after you do that. The bad news is that you become cursed, which means that Ammut will single you out when you fight him. Not a good idea.

The news isn't all bad, however. If you drink from the Fountain of Life, you will be cured of the curse and immune to its effects in the future. You can find the Fountain of Life in both the Uat and Anubite areas.

The guardian of the fountain is called the aunbite vusirnui. He blocks both entrances to the Fountain of Life, and if you try to get by him, you'll be forced back and take



fire damage. Any attempt to get by him will result in fire damage and being forced back to the tunnel's entrance.

Once you have gotten by the anubite vusirnui, you will have to evade the eternal lost, unfortunate shades who forever attempt to consume the fountain's waters only to have their life force sucked from them when they do.

Special Drops

None



Encounter 5-10: Ammut

Starting Point

Necropolis
42.3k, 28.5k

Goal

Defeat Ammut

Creatures Involved

Ammut, esenitu au-met,
zeperu au-met, sum-
moned black crocodile

Special Conditions

Complete all previous
encounters

Credit

Battlegroup

Number of Players

30-40

Backstory

Ammut was an Egyptian demoness. She was known as the "Eater of Hearts", "The Devourer" and "Great of Death" because she was a demoness of punishment. She was a netherworld dweller who waited by the scales of judgment to consume the heads of those who did evil during their lives. She was not worshiped, and was never regarded as a goddess. Instead she embodied creatures that the Egyptians feared, threatening to eat them if they did not follow the principals of Ma'at. For the purposes of the trial, Ammut weighs a player's heart by their completion of all the trials up to this point. If they have not completed the trials, then they will be judged impure.

Encounter

Defeating Ammut will require some strategy, with separate roles for melee fighters, healers and mezzers, and for other spell casters. Ammut has strong defenses and lots of hit points. What makes her especially strong and dangerous is her ability to summon creatures to help her, and the way you must fight them strategically.

The black crocodiles are immune to melee, but take double damage from spell-based attacks.

The esenitu au-met and zeperu au-met are also immune to melee attacks, but they only take normal damage from spell-based attacks.



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Summoned creatures will last for one minute before disappearing (see caveat below).

Caveat

Worse yet, if you have not completed Encounter 5 and given the Mirror of Ra to the Light of Ra statue, Ammut's summoned creatures will have the added ability to stick to you and they will last for five minutes instead of one. Ammut is no slouch offensively. She has a massive double attack and also a large AE poison/debuff. Ammut will also call out and judge any who are not in mummy form. When this occurs, everyone around that player will become rooted and, after five seconds, a huge AE nuke will go off. And, while her minions tend to be immune to melee, Ammut is virtually immune to all spell attacks.

So what can you do? Clearly, knowing which enemies you are fighting and which vulnerabilities and immunities they have will suggest the strategy of splitting up your forces into melee, casters and mez/healers.

So, one key to completing this encounter is the positioning of melee, spell casters, and crowd-control classes. All melee classes should concentrate on Ammut, while spell casters should go after all summoned creatures. Crowd-control classes can cast mesmerizing spells on the au-met, which will have the effect of mesmerizing all au-met in the area. If after 30 seconds of summons all of a summoned type are killed, that portal will close.

However, you also have some other weapons that can be brought to play – the canopic jars from the first four encounters in this trial. However, each canopic jar can only be used once, and even if you have several in your inventory, there's a chance that all will be destroyed when you use one. However, there is no limit to how many can be used by multiple players.

“USE” THE CANOPIC JARS

Intestines -mez against the anubite creatures summoned by Ammut.

Stomach -instakill a percentage of summoned crocs

Lungs -stop judgment by Ammut for any not in mummy form.

Liver - Full self-heal while fighting Ammut.

Special Drops

Albion

Dust of Creation

Ammut's Carved Bone Key

Bow of Silent Oblivion

Armguards of Silent Oblivion

Sleeves of Silent Oblivion

Hammer of Silent Oblivion

Ring of Silent Oblivion

Bracelet of Silent Oblivion

Midgard

Dust of Creation

Ammut's Carved Bone Key

Bow of Silent Oblivion

Crusher of Silent Oblivion

Sleeves of Silent Oblivion

Hammer of Silent Oblivion

Ring of Silent Oblivion

Bracelet of Silent Oblivion

Hibernia

Dust of Creation

Ammut's Carved Bone Key

Bow of Silent Oblivion

Shield of Silent Oblivion

Sleeves of Silent Oblivion

Blade of Silent Oblivion

Ring of Silent Oblivion

Bracelet of Silent Oblivion



Trial 6

Encounter 6-1:

Haje-Uraei Among You

| | |
|----------------------------|---------------------------------|
| Starting Point | Goal |
| Anywhere in Typhon's Reach | Kill the haje uraeus |
| Creatures Involved | Special Conditions |
| Uraeus, haje uraeus | A haje uraeus must have spawned |
| Number of Players | Credit |
| 1 or 2 50s. | Solo or Group |

Backstory

The Uraeus is a serpent of fire. The snake is a symbol of both life and death. Any player who dies in Volcanus can give life to an uraeus.

Encounter

Whenever someone dies in Typhon's Reach, there is a chance that one of the uraeus will spawn – about 40% of the time. About a quarter of the time, a more deadly haje uraeus may spawn. Your task is to find a haje uraeus and kill it. In addition to his normal melee attack, the haje uraeus has a Fire Breath Attack. He also has a very high heat resist and is very weak to cold-based spells and slashing damage.

Special Drops

None

Encounter 6-2:

Misplaced Sacrifice

| | |
|--|-------------------------------|
| Starting Point | Number of Players |
| Typhon's Reach; 11.7, 50.1 | 10-12 Level 45-50 |
| Creatures Involved | Goal |
| Siam-he warrior, siam-he prisoner (sobekites, set-ian, mau, horian, anubite), am-he salamander, Anathemic Salamander | Kill the Anathemic Salamander |
| | Credit |
| | Battlegroup |

Backstory

The Siam-he use sacrificial rituals on a regular basis. They bring in victims from other areas to use in their sacrifices. Every time one of the prisoner's is sacrificed, an am-he salamander is created somewhere in Volcanus. On rare occasion, the siam-he capture an Anubite. The Siam-he technically are Anubites themselves, though they broke off ages ago and follow their own form of worship. Because it is forbidden to sacrifice one of their own kind, when they sacrifice the Anubite, it creates an Anathemic Salamander, which is a type of abomination. The siam-he do not realize that they should not be sacrificing Anubites, so they do it anyway.

Encounter

Every three minutes, the game checks to see if the sacrificial altar area has at least one power "bar" still activated (from the "Sacrifice" Encounter 6-6) and that the portal priests are up. If one of these checks is positive, meaning that either the altar or the priests are present, there is a pretty high chance that a prisoner will be dragged in, along

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with seven sacrificial escorts, starting at the portal area and heading toward the sacrificial altar. The escort will drop the prisoner off and return through the portal. If the escort is attacked, they will fight, and if the altar is not up, then the escort will kill the prisoner and leave. If all the escort is killed, the prisoner will escape. Once the prisoner has been dropped off, the prisoner will be killed by the sacrificers. At that point, one of the siam-he salamanders will spawn somewhere in the zone; however, if the prisoner was an Anubite, then the Anathemic Salamander will spawn.

Of course, all this is just to explain the mechanism of the encounter. The goal is to find the Anathemic Salamander and kill it. Sticking with the actual myth of salamanders, this salamander is immune to both fire and ice. (The actual myth, short version, is that salamanders are so cold that fire does not hurt them.) In addition to a painful bite, it may attack with either a magma DoT ability or it may root a person's feet to the ground. Other than having a lot of hit points, the creature has no other special attributes.

Special Drops

None



Encounter 6-3: Deserter

Starting Point

Typhon's Reach;
56.6k 50.2k

Goal

Help Lateef escape;
defeat Sutekh

Creatures Involved

Lateef, Sutekh, Udaji and
Fadil

Special Conditions

Lateef must survive

Credit

Battlegroup

Number of Players

2+ groups

Backstory

In Egyptian mythology, Am-he was a threatening Underworld god whose name means "Devourer of Millions." He dwells in a Lake of Fire, demands sacrifice and has the face of a dog. Only Atum could fend off Am-he.

The Siam-he are the "sons of Am-he," though they were originally Anubites. Over the eons, this group of Anubites left their necropolis to find other places in the planes. When they came across Volcanus, a priest among their group claimed that he had received a vision from Am-he. In that vision he was given the impression that Am-he wished to be represented in Volcanus. The priest also conveyed word that Am-he couldn't assert his influence directly because of the presence of Typhon. Typhon, while not a god, was a powerful enough being that his presence kept the domain under his influence. However, Am-he could have a limited influence on the area should he have followers who would provide him with sacrifices. So, the Siam-he established themselves in Volcanus and went to other areas to capture and bring back beings that could be sacrificed to their new patron.

Not all of the Anubites who settled in Volcanus believed that one of their own had been spoken to by Am-he. These doubters more often than not include the elderly who recall better times living in Stygia.

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The elderly Siam-he carry with them a dagger forged by one of the Siam-he high priests among Nebkare, Setau, Taharga, Ausar, Sahathor or Kakhet. They must sacrifice themselves to Am-he with their dagger before their advancing years kill them. After a high priest forges a dagger, he calls a meeting for all of his followers where he hands the dagger to one of the elderly among them. Any Siam-he handed a dagger at such a meeting is expected to take their life with it within a week of receiving it. Lateef is one such elderly Siam-he. Sahathor recently handed Lateef a dagger and commanded him to die within the week. Lateef wants to return to Stygia where he worked as an embalmer rather than face death but he won't be able to attempt an escape without help.

Encounter

You must help Lateef escape Thusia Nesos by leading him to the island's Western bridge. Ultimately, however, you must defeat Sutekh, a brutal Siam-he priest whose purpose is to make sure that all Siam-he traditions are strictly adhered to.

Lateef

Lateef is not strong enough to make an extended journey and will die after following a player for 20 minutes.

Speak to Lateef and he'll ask for help. Lead him to the West until you reach a bridge. When you arrive at the bridge, Lateef will suddenly become reinvigorated and tell you to meet him on the other side before making a dash toward the western side. He tells you to meet him on the other side when he starts his dash.

Before Lateef can make it across the bridge, Sutekh, Udaji and Fadil will appear.

Sutekh

Sutekh is a powerful fighter who focuses on melee combat. He is capable of causing severe bleeding damage and is capable of draining life from his foe while transferring it to himself. Sutekh is capable of double striking and styling for massive damage with his axe but most often attacks once.

Udaji

Udaji is one of Sutekh's two henchmen. He is an amazing warrior but lacks in intelligence. He became one of Sutekh's goons when he jumped out of a crowd of onlookers to savagely beat an elderly Siam-he who was being publicly executed by Sutekh for refusing to sacrifice himself. Impressed by his devotion to the traditions of the Siam-he, Sutekh asked Udaji to be one of his personal guard on the spot.

Udaji's attacks occasionally will cause his target to burst into flames dealing the target a large amount of extra damage. Udaji also has a defensive ability that stuns his attackers. With only one or two folks attacking him he is capable of dodging many incoming attacks, but with more than three attackers his dodging ability is nullified.

Fadil

Fadil is the second of Sutekh's two goons. He is cold and calculating and is a good healer with several strong nukes and the ability to summon a "sa" fire elemental pet. Fadil is potentially the most dangerous of the trio.

Unlike other Siam-he who summon "sa" pets, Fadil is capable of resummoning a pet while he is engaged in combat. Additionally he will tend to hang back from the battle while casting nukes and healing spells on Sutekh and Udaji. Fadil is also capable of mesmerizing his targets. While engaged in melee combat, Fadil will use a powerful point-blank area effect energy-based nuke that hits a wide radius. Additionally, Fadil is capable of fully healing himself at any given time but it is very rare that he uses this ability.

Sutekh, Udaji and Fadil will last ten minutes after they appear before they vanish having performed their duty. They will not vanish during combat if they are engaged.

Special Drops

Sacrificial Dagger

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Encounter 6-4: Pallida-Uraei

Starting Point

Somewhere in Typhon's Reach

Goal

Defeat the Pallida-Uraei

Creatures Involved

Uraeus, Pallida-Uraei

Special Conditions

The Pallida-Uraei must have spawned.

Number of Players

2 full groups of 50s.

Credit

Battlegroup

Backstory

The Uraeus is a serpent of fire. The snake is a symbol of both life and death. Any player who dies in Volcanus can give life to an uraeus. Once, a great snake called Pallida-Uraei roamed the land and all who dared disturb it met with a quick demise.

Encounter

Whenever someone dies in Typhon's Reach, there is a chance that one of the uraeus will spawn – about 40% of the time. If there are at least 15 uraeus in a zone, there is a chance that one of them will call others to its side, and when ten are gathered with the caller, it will turn that snake into a Pallida-Uraei.

When you fight the Pallida-Uraei down to 50% health, it will split into three, but only one is the real one. Find the real Pallida-Uraei and kill it to complete the encounter.

Special Drops

Uraeus Tail

Encounter 6-5: Vents of Fire

Starting Point

Volcanus, approximately 17.9k, 29.4k

Number of Players

One group

Creatures Involved

Crazed Adventurer, salamander hatchling, Livid Salamander

Goal

Kill the Livid Salamander

Special Conditions

None

Credit

Solo

Backstory

A Crazed Adventurer guards an ancient ventilation system for all eternity. Over the years he has lost his sanity and continues to survive only by fulfilling his duty to operate the vent. Most of what he says is gibberish; however, there may be a clue or two in his ramblings.

Encounter

Four pedestals, each with an object resting on them, are surrounded by flames on all sides. These flames will kill players who come into contact with them while trying to grab an item from any of the pedestals. You must find a way to turn off the flames to get the items.

There is a large vent between four pedestals. To turn off the flames, obtain at least 20 frozen salamander glands, which you can obtain from the salamander hatchlings you find in this area. The glands drop about 10% of the time. Hand the glands to the Crazed Adventurer, who will drop it down the vent. The fire will be extinguished for one minute. Run to collect all four objects, at which point you will get a message telling you that they have combined into the Salamander Incinerator, which you will have to use to defeat the Livid Salamander, who spawns nearby.



The Livid Salamander does not have high aggro, but in any case, it can't be killed by any normal means. Only by using the salamander incinerator can you defeat it. When you defeat the livid salamander, the salamander incinerator disappears and is replaced in your inventory by the salamander ash.

Simply "use" the Salamander Incinerator to destroy the Livid Salamander and complete the encounter. Only the person who uses the incinerator gets credit for this encounter.

Special Drops

Salamander Ash

Encounter 6-6: The Sacrifice

Starting Point

Typhon's Reach:
27.4k, 37.4k

Goal

Kill Siraadi

Creatures Involved

Siraadi, Siam-he chanter,
Siam-he prema, Siam-he
premloch

Special Conditions

None

Credit

Battlegroup

Number of Players

2-3 groups

Backstory

The Siam-he have for centuries sacrificed their captured to the gods of Volcanus. In return, the Siam-he have been protected by a host of salamanders. As long as the sacrifices continue, so will the blessings!

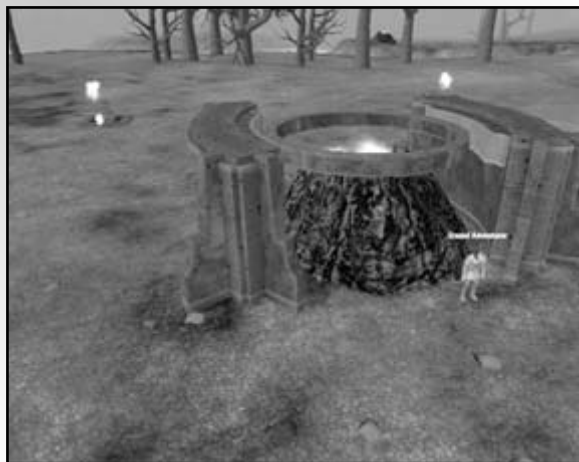
Encounter

The key to this encounter is to bring down the power of the altar by killing the chanters located at each of the six pillars. The chanters give power to the pillars, which in turn power the altar. You will have to deal with the other Siam-he, but the chanters are your main targets initially. Once the pillars have dropped sufficiently in power, the lead sacrificer Siraadi will appear, and it is he that you must now kill.

After you have killed the lead sacrificer, it will take several minutes for the whole encounter to respawn, but when it does, it will respawn with the full contingent of chanters, warriors and sacrificers.

Special Drops

Siam-he Head



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Encounter 6-7: Offerings

Starting Point

Ashen Isles; 7.6k, 57.8k

Creatures Involved

Ankhkare, Ankhkare
Guardians, uraeus, siam-
he plebian, salamander

Number of Players

3 or 4 full groups.

Goal

Kill Ankhkare

Special Conditions

Complete at least two
previous Trials 2-4, 2-5
and/or 2-6

Credit

Battlegroup

The ideal strategy would be to turn in the tail and the ash to the first two guardians before turning in the head. Also, kill all the pets before turning in the head. Doing the encounter in this order will weaken Ankhkare significantly.

Special Drops

None

Backstory

Ankhkare is a wise and ancient sphinx. Once many came to seek his wisdom, but with so many seekers, he decided that only the truly worthy may face him.

Encounter

Ankhkare is a level 99 mob that stands behind a wall of fire. The wall of fire is instant death, so you must find a way to lower it. The trick is to talk to the guardians standing in front of the wall of fire. Each guardian will ask for a specific item, and a clue to that item can be inferred by the monsters behind each guardian. You must “bribe” at least two of the guardians in order to get to Ankhkare, and his level drops with each item you give, so that if you give two items, he drops to level 80. Three items drop him to level 75. The three items you will need are a Uraeus Tail from Encounter 6-4, Salamander Ash from Encounter 6-5 and/or the Siam-he Head from the previous encounter.

When you give the appropriate item to a guardian, the mobs behind him will attack. You must defeat them. Once you turn in the Siam-he Head, if you have not given both the uraeus tail and the Salamander Ash to the guardians, the remaining monsters will attack. Once you have given at least two offerings to the guardians, you can fight Ankhkare. Of course, the guardians themselves will join the battle, too. They wouldn't be very good guardians if they didn't.





Encounter 6- 8:

Orb of Apollo

Starting Point

Ashen Isles; 26.8k, 52.2k

Goal

Defeat the Orb of Apollo

Creatures Involved

Efreeti overseer, efreeti challenger, efreeti, Orb of Apollo

Special Conditions

None

Credit

Battlegroup

Number of Players

16-20

Backstory

This encounter is a challenge issued by the efreeti overseer

Encounter

The overseer tells you that the goal is to kill the Orb of Apollo before time runs out. This means 20 minutes.

Eight orbs appear as the encounter begins, going to the braziers in the challenge area. Each orb then becomes an efreet challenger. The Orb of Apollo appears where the overseer was standing.

You must break open the Orb, which will not fight back but does have a damage shield, very high defense, and a ton of hit points. Also, you cannot attack it from farther than 500 units – basically the platform it is on.

And, to add to the fun, you will be pelted with fireballs as long as you are standing on the platform. If you step off the platform, you will be safe from the fireballs. You can kill the efreet challengers, but, since they are high off the ground, you will need effective range attacks, and, even if you do kill one, its power is then diverted into the remaining challengers, making them stronger. If you kill all of the challengers, then you are free to focus on the Orb.

Special Drops

None

Encounter 6-9:

Taur Compound

Starting Point

Ashen Isles; 26.5k, 11k

Number of Players

3-4 groups

Creatures Involved

Vazul, taur arieos, taur machairo, taur altheas, taur telete, taur koloios, taur purphoros, taur aristos, taur skopos, taur xenos, taur elder, taur portalmaster, taur lancer, Battler

Goal

Kill Vazul

Special Conditions

None

Credit

Battlegroup

Backstory

The Taur compound serves as the main fortification for the taur and houses their most powerful mages. It is the final step players must take in order to ensure Chimera's defenses are weakened enough for an assault.

Encounter

This is a large-scale encounter that involves storming the taur keep and killing the taur lord Vazul. There is one massive gate leading into the fortress, and you will have to destroy it to gain access to the inside. Among the other defenses, there is a magical platform that can teleport outside the walls once each minute, and it will appear at one of several locations. This platform will hold between 10 and 20 taur. (Once the fortress has been breached, the platform will teleport within the fortress.)

Once the fortress door has been breached, there are several possible, randomly occurring events, with a slightly higher chance that the Dragon Breath trap will occur:

- The Battler will spawn, and he'll be five levels higher than you have seen him previously.
- A dragon breath trap may be triggered. It will angle outward from the gate.

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- An area effect spell may trigger, which debuffs everyone in range and turns them into pigs for two minutes.
- A horde of taur will attack.

Once inside the fortress, you must find Vazul in the center and kill him to complete the encounter. Of course, you will be fighting hordes of enemies, so this is an all-out war that will require many groups.

Once you have broken down the second door, it's a good idea to kill all the taur portalmasters to prevent additional waves of taur lancers from joining the battle.

NOTE

Killing Vazul has the added benefit of preventing the taur from constructing catapults to use in the next encounter, at least until Vazul respawns.

Special Drops

None



Encounter 6-10: Chimera

Starting Point

Ashen Isles; 24.3k, 36.6k

Creatures Involved

Chimera, taur arieos, taur machairo, taur altheas, taur catapult

Number of Players

4-5 groups

Goal

Kill Chimera

Special Conditions

Destroy bridges for easier encounter

Credit

Battlegroup

Backstory

The Chimera is an ancient creature whose origins are lost in time. It said to be of divine origin, and, in any case it is possessed of powerful magic. It resembles a winged lion, and some surmise that it sprang from an enchantment laid upon a lion by some god or another. Whatever its origins, the ancient Atlanteans believed that defeating it would be a good test to conclude the sixth Trial.

Encounter

The key to this encounter is to destroy the bridges that connect to the Chimera's island. Doing so will make the encounter much easier. In addition to destroying them, however, you will have to prevent the taur from repairing them. The bridges are:

Bridge 1 – Efreet Island (South East)

If this bridge is destroyed, then the Efreet will not be able to aid Chimera.

Bridge 2 – (South West)

If this bridge is destroyed, then it will limit the number of defenders that come to Chimera's aid.

Bridge 3 – (South)

If this bridge is destroyed, then it will limit the number of defenders that come to Chimera's aid.

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Bridge 4 – Fountain (West)

If this bridge is destroyed, then it will limit the number of defenders that come to Chimera's aid.

If fountain has been disrupted, then taurs will be easier to fight because as long as the elite taurs have access to the fountain, they gain the ability to proc an AE mezz (no-resist).

Bridge 5 – Battler (North West)

If this bridge is destroyed, then it will limit the number of defenders that come to Chimera's aid. If the Battler is still around, he will come to help.

Bridge 6 – Fortress (North East)

If the fortress has not been overtaken, then it will send large forces to aid the chimera.

Once you have destroyed all the bridges, Chimera is left to defend herself, without the aid of the taur elite. Still, she has several weapons, including three breath attacks – an AE lighting, AE solar blast, and AE poison breath. She also has a damage shield.

Special Drops

Albion

Torch of Innovation
Blood Splattered Key
Robe of Delusions
Robe of Aberrations
Robe of Casuistry
Vest of Delusions
Vest of Reveries
Hauberk of Vagaries
Hauberk of Mirages
Hauberk of Anomalies

Midgard

Torch of Innovation
Blood Splattered Key
Tunic of Delusions
Hauberk of Anomalies
Vest of Casuistry
Vest of Delusions
Vest of Reveries
Hauberk of Vagaries
Hauberk of Mirages
Hauberk of Anomalies

Hibernia

Torch of Innovation
Blood Splattered Key
Robe of Delusions
Vest of Aberrations
Vest of Casuistry
Vest of Delusions
Vest of Reveries
Hauberk of Vagaries
Hauberk of Mirages
Hauberk of Anomalies

NOTE

If the bridge to the fortress has been destroyed, they will set up catapults and rain fire onto Chimera's island. The fire rained down by the catapults can cause massive AE damage, and a point-blank hit will likely kill you. The way to avoid this is to complete the previous encounter before this one. If Vazul is dead and not respawned, the taur cannot construct and use the catapults.



Trials of Atlantis: Trial Seven

Trial 7

Encounter 7-1: Hand Print

Starting Point

Heart of Volcanus:
23.8k, 19.2k

Creatures Involved

Barracuda, salamanders,
and Volurgons

Number of Players

Solo or group

Goal

Cross the Lava Bridge

Special Conditions

Items needed; see
encounter section

Credit

Group

get a clue that they may be useful. If you get all three, they will automatically combine into the Volurgon Glove.

Now, back to the bridge. There is a handprint device at the bridge. Any player who touches it will be singed and warned that, "This device can only be activated by the hand of a volurgon." You'll soon figure out that equipping the Volurgon Glove and then clicking the handprint device is the secret. The lava will then stop and you can cross the bridge with the encounter complete.

Special Drops

None

Backstory

There is a bridge, not far into the Deep Volcanus dungeon, that is blocked by lava flowing from a grate. It seems to be impassable, but there is a way....

Not far into the Deep Volcanus dungeon is a bridge that you must cross before they can proceed deeper into the dungeon. Lava flows through a grate in the center of the bridge making it impossible to pass. However, there is a mechanism to shut the lava flow off that can only be activated by the hand of a Volurgon. What's worse is that only warm Volurgon hand can activate the mechanism. This makes it impossible to simply sever the hand of a Volurgon to use on the hand print mechanism as a cold and dead hand will not work.

Encounter

This encounter involves a bit of thought. The lava is deadly, so you can't cross it. However, the clues to completing this encounter are found when you are fighting and get certain drops. These drops are the Barracuda Spine Needle (dropped from barracuda), the Salamander Wool (from salamanders) and the Pristine Volurgon Hand (dropped by Volurgons). Each time you get one of these items, you'll also

**SPECIAL NOTE**

The next four encounters, 7-2, 7-3, 7-4, 7-5, and 7-6, can be seen as interlinked. You will want to complete the four following encounters when you have achieved the faction requirement for each of the groups.



Encounter 7-2:

Know Your Opponent

Starting Point

Heart of Volcanus:
23.8k 14.8k

Creatures Involved

Feuding volurgon,
feuding apophian, feuding
shaitan, feuding
hephaestian, volurgon
archon, apophian archon,
shaitan archon,
hephaestian archon

Number of Players

One group of 50s

Goal

Special Conditions

None

Credit

Group

Backstory

This encounter tests your ability to fight in sustained combat and know your enemy very well.

Encounter

The goal of this encounter is to fight creatures from each of four different factions: the Apophians, the Volurgon of Etna, the Destroyers, the Shaitan, and the Fires of Hephaestus. The members of these factions start out hostile to you, but you will soon change that. The goal of this encounter is to fight one group until your faction with them reaches minus 1000. Meanwhile, your faction with the other groups will go up.

After you have fought the first group, you will have to switch to another and fight once again until your faction has dropped below a certain threshold. Repeat until you have done this with each of the four groups and you will receive credit for the encounter.

Special Drops

None

Encounter 7-3: Apophians

Starting Point

Heart of Volcanus; 29.4k,
18.4k (there are four
rooms, this is just one of
them)

Creatures Involved

Mediator of the
Apophians, Apophian
Dissos

Number of Players

Level 50, 8 players

Goal

Survive for 10 minutes

Special Conditions

Meet Apophian faction
requirement

Credit

Group

Backstory

This is a trial of wits, fighting skill and endurance set in the Trials back in the ancient days.

Encounter

In order to initiate this encounter, you must speak to any one of the four mediator sphinx NPCs in the dungeon. Anyone who wants credit for this encounter must a) be grouped with the person who initiates the conversation with the NPC and b) meet the faction requirements of the encounter, meaning basically that you have completed Encounter 7-2. Members of a group who do not meet the faction requirements may still participate, but they will not receive credit for the encounter.

Once the encounter is accepted, the whole group will be teleported to an enclosed room with one level 55 mob – an Apophian Dissos. The Dissos is primarily a melee mob, but it also has a ranged direct damage spell.

The goal of the encounter is that every member of the group be alive after ten minutes. That's it. If you are alive after 10 minutes, you get credit for the encounter. If you are dead at that time, you don't, and you will have to attempt it again.

The trick to this encounter is that each time you kill the Apophian Dissos, it returns multiplied. So the first time, two

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will come back. The second time, four, and so on without any limit. So you want to kill it as slowly as you can.

However, it isn't going to be all that easy because the Dissos also has the ability to increase several levels every 30 seconds, capping at level 80. Depending on the strength of the group, this may create some challenges. And all subsequent spawns of the Dissos will begin back at level 55, but will also level up over time. All you have to do is be alive at the end of ten minutes, so you will have to figure out the optimal speed at which to kill the Dissos without ending up with an army of them.

Special Drops

None



Encounter 7-4: Volurgons

Starting Point

Same as previous encounter

Creatures Involved

Mediator of the Volurgons, Volurgon Mandra

Number of Players

One group of 50s

Goal

Survive for 10 minutes

Special Conditions

Meet Volurgon faction requirement.

Credit

Group

Backstory

This is a trial of wits, fighting skill, and endurance set in the Trials back in the ancient days

Encounter

This encounter is almost identical to the previous one, except that the enemy will be different. All conditions are the same, so....

In order to initiate this encounter, you must speak to any one of the four mediator sphinx NPCs in the dungeon. Anyone who wants credit for this encounter must a) be grouped with the person who initiates the conversation with the NPC and b) meet the faction requirements of the encounter, meaning basically that you have completed Encounter 7-2. Members of a group who do not meet the faction requirements may still participate, but they will not receive credit for the encounter.

This time, when you accept the challenge, your group will be teleported into a room where a somewhat boosted level 60 Volurgon Mandra will spawn and immediately attack. Behind the Mandra is a fireball wisp called the Rage of the Volurgons. This mob is bad news. It is a PBAOE spell that can kill you in about three hits. Needless to say, you want to keep far away from it.

To make matters worse, another Rage will spawn every 20 seconds. This continues up to a maximum of 9 Rages.



You can't kill the Rages, but each time you kill a Mandra, it will cause one of the Rages to die, as well.

The encounter ends after exactly 10 minutes. Any player still alive will be ported back to the Mediator and given credit for completing the trial – dead players will have to */release* and try the encounter again.

Special Drops

None

Encounter 7-5: Shaitan

Starting Point

Same as previous encounter

Goal

Survive for 10 minutes

Creatures Involved

Mediator of the Shaitan,
Shaitan Enara

Special Conditions

Meet Shaitan faction requirement

Credit

Group

Number of Players

One group of 50s

Backstory

This is a trial of wits, fighting skill and endurance set in the Trials back in the ancient days.

Encounter

This encounter is just like the previous two, but with a different mob to fight. You must speak with one of the mediators first, be grouped and have the appropriate faction requirement (to receive credit, at least). Upon acceptance, your group will once again be teleported into the combat room where a Shaitan Enara will spawn in a random location and, two seconds later, cast Shaitan's Reach, a deadly PBAOE spell powerful enough to kill any players in its range with about two hits.

No matter what you do, another Shaitan Enara will spawn in 20 seconds and cast the spell again. You will have to avoid Shaitan's Reach and keep killing the Enaras for ten minutes. Any survivors will get credit for the encounter. Any who are dead at the end of the time period will have to try again.

Special Drops

None

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Encounter 7-6: Hephaestians

Starting Point

Same as previous encounter

Creatures Involved

Mediator of the Hephaestian, Hephaestian Katarch, Hephaestian Flame

Number of Players

One group of 50s

Goal

Survive 10 minutes

Special Conditions

Meet Haphaestian faction requirement

Credit

Group

Backstory

This is a trial of wits, fighting skill and endurance set in the Trials back in the ancient days

Encounter

Once again, you must survive for 10 minutes. Talk to one of the Mediator of the Hephaestian sphinx NPCs. Note that you must meet the faction requirements with the Hephaestians to receive credit for this encounter. Once you accept the challenge, your group will be teleported to the battle room. The same rules apply as before.

This time, you'll face a Hephaestian Katarch spawn. The Katarch has a nasty level 50 damage shield. The key to this encounter is to kill the Katarchs as quickly as you can. If more than one spawns, you should at least have someone beating on each of them to prevent them crowding the room. Anyone still alive after 10 minutes will get credit for the encounter, assuming they met the other conditions.

Special Drops

None

Encounter 7-7:

Flame of Volcanus

Starting Point

Heart of Volcanus: 23.4k; 9.3k

Creature Involved

Flame of Volcanus, flame spheres, controlled apophian, controlled hephaestian, controlled shaitan, controlled volurgon

Number of Players

2 groups

Goal

Kill the Flame of Volcanus

Special Conditions

None

Credit

Battlegroup

Backstory

The Flame of Volcanus guards access to Typhon's Gate. Typhon has the power to control all creatures in the volcano and use them against intruders.

Encounter

The Flame of Volcanus stays in its chamber and is protected by a ring of flame spheres. Typhon also has members of each of the factions under his dominion, so you will have to fight them as well as the Flame and its spheres. However, the controlled creatures will not spawn within the Flame's chamber when the Flame is present; only when it is not.

The Flame of Volcanus surrounds himself with "minor-flame elementals" that will constantly be up as long as he is alive. At certain points, these minor elementals will disengage from combat and start to circle the chamber. While they are in this state, they will fire powerful DD bolts at players. They will not stop circling, even if they are damaged. The only sure-fire tactic to this encounter is to concentrate 100% on killing the Flame and nothing else.

Special Drops

None



Encounter 7- 8:

Cat and Mouse

Starting Point

Heart of Volcanus,
approx. 25.3k 6.3k

Creatures Involved

Katorii, Katorii's Breath,
Katorii's Touch, Katorii's
Blood, gorgons and cobras

Number of Players

1-3 groups

Goal

Defeat Katorii and open
the gate

Special Conditions

None

Credit

Battlegroup

Backstory

Katorii is an extremely powerful volurgon who at full strength can drain all the life out of the mightiest warrior in an instant with her touch. She has guarded the gate to Typhon's chamber since the very beginning of the trials.

The gate she guards is magically bound to her. It can only be opened with a unique four-part key that is obtained piece by piece in Katorii's lair.

Encounter

This encounter, Cat and Mouse, is appropriately named. Your goal is to open the gate to Typhon's chamber, but to do so, you will have to get past Katorii. But that's not going to be a piece of cake. Katorii is invulnerable, and she can kill you with one attack. Not good. However, there is a way to make her vulnerable, but it involves killing three monsters who will spawn in her hallways: Katorii's Breath, Katorii's Touch and Katorii's Blood. When you kill the first of these monsters, Katorii's Breath, you will get a "Runed Metal Plate."

When you obtain a Ruined Meal Plate, right-click on the door opening mechanism at Typhon's Gate and you will receive a message to the effect that this has affected Katorii. Seek out the next named mob, Katorii's Touch, kill it, and

repeat the procedure. After you have killed Katorii's Blood and used the plate on the door mechanism, Katorii will become vulnerable and you can go kill her. She'll spawn some cobras to protect her, but she will be your main target and challenge.

Until you have made her vulnerable, Katorii is extremely dangerous, so you must be very wary while exploring her area. Knowing how she moves will help. Whenever she comes to a room, she uses her magic eyes to scan for enemies. If she spots someone, she will rush in and kill them. However, if you spot her magic eyes in a room, run – hopefully away from her. Don't wait for an instant. She will come after you if she spots you.

Katorii's Breath

Katorii's Breath will often double strike and is capable of adding significant cold damage to its melee attacks. If this beast manages to get a double attack off, where both of its attacks add cold damage, it could kill you outright.

Katorii's Touch

Katorii's Touch like Katorii's Breath will often double strike in melee combat. Instead of blasting you with cold damage, it will sometimes hit you with poison blasts. Katorii's Touch will begin to use lifetaps on its foes after it has begun to take significant damage. When it gets very weak it will begin to lifetap much more frequently. It is important that everyone attacking Katorii's Touch be ready to deal damage as fast as they possibly can when this beast drops below about one quarter of its health.

Katorii's Blood

Katorii's Blood like both Katorii's Breath and Katorii's Touch will frequently double strike and like Katorii's Touch it will often add poison damage to its melee attacks. This beast will sometimes bleed lava when it is hit, which will grant it a very short duration fire-based damage shield.

Katorii's Breath, Katorii's Touch and Katorii's Blood aren't exceptionally powerful beasts on their own, but engaging them when Katorii herself is nearby is extremely

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dangerous. What will be difficult is making an attack on them while avoiding Katorii's eyes. There are a few rooms connected to the area Katorii patrols that she does not go into and that have no monsters inside them. These rooms are located on the South and Northwest sides of her rectangular area of chambers and hallways. These rooms are ideal spots to pull Katorii's Breath, Katorii's Touch and Katorii's Blood to if you don't want to worry about Katorii's deadly touch.

After the third "Runed Metal Plate" is placed into the Typhon's Gate mechanism, Katorii becomes vulnerable and loses her ability to death touch. When she becomes vulnerable she summons several snakes to protect her. Katorii's pet snakes hit hard but they can be killed very easily. If the pets are ignored they could prove to be a nuisance. Katorii always double strikes and will often add significant poison damage to her melee attacks. Like all other volurgons, she can turn folks to stone as well.

When Katorii dies she will drop the last of the four "Runed Metal Plate" objects you need to open Typhon's Gate. The gate will remain open for eight real-time hours. After it closes it will become necessary to slay Katorii again to open it. Either slaying Katorii or getting past her gate will reward you with the completion of the "Cat and Mouse" trial encounter.

Special Drops

Fourth Ruined Metal Plate



Encounter 7-9: Pre-Typhon

Starting Point

Heart of Volcanus

Creatures Involved

Unruly volurgon, mischievous volurgon, corrupt volurgon, apophian aggressor, apophian enforcer, apophian crusher

Number of Players

1 group

Goal

Kill one of the room guardians to receive credit.

Special Conditions

Open Typhon's Gate (Encounter 7-8)

Credit

Battlegroup

Backstory

This encounter is linked with the next one, so you may want to be prepared with a very large number of people, ready to take on the final challenge of this Trial.

Encounter

The way this works is that, once you enter the gate you opened in the previous encounter, you will enter a room with two smaller rooms, one on each side. As you approach each of these smaller rooms, a mob will spawn – a volurgon on one side and an apophian on the other. There are also pathways that lead to Typhon himself, but they are protected by mystical barriers.

To bring down the barriers, you must defeat the mobs that spawn at the small rooms. If you try to go through the barriers, they will teleport you back to the entrance. Each time you kill one of the mobs, one of the barriers will drop for 15 seconds. The mob on the left controls the two inner barriers with grey smoke and the right-hand mob controls the ones farther away, with reddish smoke.

Ideally, one full group should be able to kill each of the mobs fast enough to keep the barriers down, while the rest of the battlegroup goes in and attacks Typhon



(which is the subject of the next encounter). So, assigning two groups to keep the barriers down while the rest attack Typhon is one possible strategy. At the end, all battlegroup members will receive credit for both encounters.

Special Drops:

None



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Encounter 7-10: Typhon

Starting Point

Heart of Volcanus

Creatures Involved

Typhon, Typhon's
Essence

Number of Players

Approximately 50 to 60

Goal

Kill Typhon

Special Conditions

Complete all Trial 7
encounters

Credit

Battlegroup

Backstory

Killing Typhon, who is nearly a god, is one of the challenges of the ancient Trials of Atlantis.

Encounter

Typhon is the boss of the volcanus dungeon. He has the ability to sink down into the lava and move to one of four spots in the room. He may do this at any time. Under ordinary circumstances, Typhon is immune to damage. The only way to make him vulnerable is to have someone hitting his essence, which moves randomly around the room. Each time the essence is hit, Typhon becomes vulnerable for two or three seconds. However, the essence itself does not fight back and cannot be killed.

During the time that Typhon is vulnerable, he is still 100% immune to heat damage, but suffers a big penalty against cold. He also has a very strong heat-based damage shield around him, and he can cast a fire-based DoT as well as AE fire attacks and single-player fire attacks. Good fire protection would be recommended in this encounter, plus someone who can deal out a lot of cold damage.

During the battle, some part of the battlegroup should be keeping the barriers down (see previous encounter).

Defeat Typhon to complete the Trial 7 encounters.

Special Drops

Albion

Scorched Key
Flamespark Staff
Gilded Antalya Bracelet
Heavy Antalya Truncheon
Filigree Antalya Ring
Flamespark Battle Axe
Flamespark Saber Axe
Flamespark Dirk
Flamespark Long Bow
Phosphorescent Antalya Bauble
Flowing Antalya Shawl

Midgard

Scorched Key
Flamespark Staff
Gilded Antalya Bracelet
Heavy Antalya Truncheon
Filigree Antalya Ring
Flamespark Dagger
Flamespark Great Axe
Flamespark Fang Greave
Flamespark Bearded Bow
Phosphorescent Antalya Bauble
Flowing Antalya Shawl

Hibernia

Scorched Key
Flamespark Staff
Gilded Antalya Bracelet
Heavy Antalya Truncheon
Filigree Antalya Ring
Flamespark Dagger
Flamespark Great Sword
Flamespark Scythe
Flamespark Thorn Bow
Phosphorescent Antalya Bauble
Flowing Antalya Shawl



Trial 8

Trial 8 revolves around the reconstruction of the statue of Agne, one of the great leaders of ancient times. Agne's statues has been destroyed and broken into parts, but you can reconstruct the statue in order to complete the trial. In various encounters, you will receive parts of the statue of Agne.

Encounter 8-1:

Agne's Control Crystal

Starting Point

Green Glades:
19.1k, 25.8k

Creatures Involved

Bisul, Stone Statues,
Centaur impalers,
archers, healers, arcanist
and naturalist

Number of Players

2 to 3 groups

Goal

Kill Bisul

Special Conditions

None

Credit

Battlegroup

The statues do different things depending on their type:

Stone statues

Very High Defense

Veined Statues

Very High Offense

Bronze Statues

Mixture of Offense and Defense

Special Drops

Control Crystal (used in the final encounter)

Backstory

A particularly malevolent jinni named Bisul found the leader's control crystal shortly after the catastrophe destroyed Atlantis. He has been using it to control nearby statues, which he uses to harass the centaurs.

Encounter

Bisul checks randomly to see if the centaur camp to the northwest is full. If so, he will go harass them with his statues. He cannot be harmed when he has statues with him, so you will need to kill the statues first. However, once you kill the statues, Bisul will go back and grab three more statues. He can do this three times, grabbing three statues each time. Once he runs out of statues, he's vulnerable and you can take him out.

Bisul has an AOE damage spell, a Direct Damage spell attack, and he will heal his statues.



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Encounter 8-2: Agne's Shield

Starting Point

Arbor Glen; 15.6k, 50.8k

Creatures Involved

Tholos at the Military Academy, Trainee, Tholos Tournament Champion, Commander Tholos, Tholos's Soldier, General Tholos, Tholos's Soldier, Lord Tholos

Number of Players

4 to 5 groups to complete.

Goal

Defeat Lord Tholos

Special Conditions

None

Credit

Battlegroup

- Finally, you fight Lord Tholos. He is tough enough not to need any soldiers to help him. He is very resistant to crush, slash, thrust and hits very hard—over 1000 a hit. He also has a flaming sword with a nasty fire proc.

Defeating Lord Tholos completes the encounter.

Special Drops

Agne's Shield

Backstory

The statue of Tholos was carved to be much like that of his brother Agne. They were both given identical shields by their father, when they were learning the martial arts. Because Agne's shield was destroyed, the shield from his brother's statue, which is identical, can be used in its place.

Encounter

In this encounter, you must enter the temple and fight the statues, which commemorate great moments in the life of Lord Tholos. You must fight them in chronological order, beginning with the statue called Tholos at the Military Academy and culminating with the statue of Lord Tholos at the peak of his power and glory. To activate a statue, click on it and read the inscription. The battle will begin within a few seconds.

- For Tholos at the Military Academy, you fight Tholos and 3 trainees.
- The second statue is Tholos Tournament Champion, who fights solo.
- Third is Commander Tholos and three Tholos's Soldiers.
- Fourth is General Tholos with eight Tholos Soldiers.





Encounter 8-3: Agne's Sword

Starting Point

Zone Green Glades

43.4k, 48.8k

Creatures Involved

Ibn, animate sword, animate burning sword, animate freezing sword

Number of Players

2 to 3 groups

Goal

Kill Ibn

Special Conditions

None

Credit

Battlegroup

While you are fighting Ibn, he has the ability to turn into a whirlwind and to spawn four other whirlwinds to confuse the issue. These whirlwinds have a small chance of attacking. Ibn will move to a new spot in that form, and cannot be damaged until he reaches the new place and returns to his natural form. If Ibn is hit with a fire spell, there is a chance that he will summon an animate burning sword to aid him. If he is hit with an ice spell, there is a chance that he will summon an animate freezing sword. When hit with slash damage, there is a chance that he will summon an animate sword.

The animate sword is level 60 and will perform various styles and melee attacks.

The animate freezing sword has various weapon styles and can proc an AOE ice attack spell.

The animate burning sword has various weapon styles and can attack with an AOE fire attack spell.

Defeating Ibn will complete the encounter, but don't forget to pick up Agne's Sword from the ground!

Special Drops

Agne's Sword

Backstory

During the catastrophe that destroyed Atlantis, Agne's sword fell near a solitary jinni named Ibn. The catastrophe caused great pieces of Aeurs to fall from the sky, and, when the sword fell, landing point first in the ground, the area around it was not hit by any of the falling debris. Ibn saw the sword from then on as a good luck charm and has kept it among his other treasures ever since.

Encounter

When you talk to Ibn he will assume you're seeking Agne's Sword and will spawn five chests. He will also give you a key. He will not give out more keys until the last one is used, although the key is lost if you log out, LD or leave the area. Ibn then informs you that, if you can pick the correct chest, you can keep the sword.

Picking the wrong chest will cause magic floating swords to spawn every 15 seconds and attack. You can now return to Ibn and get another key to try again. It's probably a good idea to keep a tank by the wrong chest to handle the swords while you get another key.

If you pick the correct chest, Agne's Sword will appear and float in midair. However, it isn't all that easy. You don't just take the sword. At that point Ibn will inform you that you must fight him to get the sword.



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Encounter 8-4:

Centaur's Hunt

Starting Point

Green Glades; 8.6k, 59.4k

Creatures Involved

Lieutenant Centaurs, general centaurs

Number of Players

2-3 groups

Goal

Kill a Lieutenant Centaur

Special Conditions

None

Credit

Group

Backstory

As part of the ritual of the trial, would-be heroes must prove their mettle against the centaurs by defeating one of their lieutenants. The centaurs have kept the left leg of Agne's statue hidden for centuries. One of the lieutenants has it.

Encounter

Among the centaurs in their four camps, there are powerful lieutenants. You must defeat one of them. This sounds easy enough, but you will probably have to deal with quite a few other centaur defenders at the same time.

Each camp has a specific type of scout that can seek you out and blast a horn, calling the lieutenant and a contingent of guards to that spot. In addition, there is a Chief Centaur who patrols among the four camps. If you end up fighting the Chief Centaur, all four lieutenants will come to his aid.

The lieutenants bring with them an assortment of support troops, including a healer, a nuker, a buffer, two archers, two tanks and sometimes a pet summoner. The chief does the same, but the chief has the ability to draw more reinforcements if he reaches a fort.

Special Drops

Left Leg (needed to construct Agne)

Encounter 8-5:

Treasures of the Cyclops

Starting Point

Arbor Glen; 39.1k, 40.3k (Kratos may move around and be found in other locations.)

Creatures Involved

Kratos, Adras son of Creon, Piet son of Creon, Teurcer son of Creon, Sarpedon son of Creon, Maur son of Creon, Nemos son of Creon, Ghita, controlled statue, Gaspara, fire figment,

wind figment, energy figment, stone figment and the normal ketos and kelp ketos

Number of Players

1 or 2 groups

Goal

Obtain tarnished bronze right leg

Special Conditions

None

Credit

Group

Backstory

A large, but gentle and relatively intelligent cyclops named Kratos has the right leg of Agne. Kratos is a collector of items but he also likes to barter. He has no special affinity for the bronze leg, but he doesn't want to give it up without getting something in return. Figuring the leg has some special meaning to you, he asks for a hefty list of items in exchange for the leg.

Encounter

Kratos enjoys company, and he enjoys his game of barter. He's willing to give you the leg in exchange for the following items: a giant ketos fillet, a barrel of soothing water, the heads of Creon's six eldest sons, the scrying stone of Ghita, and a treasure chest taken from him by the Janni named Gaspara. Once you agree to obtain these items for Kratos, he will give you an empty barrel (to hold the water). You must then go out and obtain all of these items. He will not

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take them one at a time. You must return with all of them to complete the deal with Kratos.

You can fight Kratos, but it will be a tough battle, and he will not drop the leg if you win. The only way to win is to keep the bargain.

Giant Ketos Fillet

Once you have struck this bargain with Kratos, you can find an ordinary ketos or a kelp ketos and kill it for a giant ketos fillet, which will be a no-drop item.

Barrel of Soothing Water

To complete this part of the encounter, take the empty barrel to the Golden Oasis in Stygia, located in the Stygian Delta (57.9k, 29k). Once you get close enough to the water you seek, you will enter an area called “soothing waters of the Golden Oasis.” Use */forage* here to get the water. This will only work if you have the barrel from Kratos.

Sons of Creon

Creon’s six eldest sons can be found in one camp in Arbor Glen (16.3k, 40.4k). If you attack any one of the brothers, they will yell for help and the other brothers will come. The local centaurs will not necessarily join the battle, but their aggro radius doubles once you begin to fight one of the brothers. If the brothers get low on hit points, they may call for help from nearby centaurs, as well. Each time one of the brothers is killed, it will drop a head (even if you aren’t on Kratos’ encounter).

Two of the sons are melee fighters, one is a healer, one is a naturalist, one is a multi-faceted caster, and one is an archer.

Ghita

When you attack Ghita (Arbor Glen; 3.2k, 21.8k), her statues will come to life and begin attacking as archer/melee types. Ghita fights much like a reaver. She uses life-drain attacks and reaver combat styles (even though she doesn’t carry a weapon—her claws are considered weapons).

When she dies she will drop the scrying stone, but only if you are on the Kratos encounter.

Gaspara

Gaspara is a janni who likes to hang out on a fallen piece of Aerus at Green Glades (50.2k, 45.7k). She is not hostile and can be approached safely. If you are not on the Kratos encounter, she will make no more than a polite response to any contact attempt. However, if you are on the Kratos encounter, she will know it and will know what you are after. She offers Kratos’ Chest if the player can find the correct chest among five identical ones. Of the five chests, only one is the correct one, of course, and the others will reveal “surprises” in the form of level 65 elementals called “figments,” based around fire, wind, energy or stone. You must defeat the figment that appears. Then Gaspara will recast the chests, which are randomized each time.

If you pick the correct chest, she will congratulate you and let you leave. Kratos’ Chest will be added to the inventory of the person who picked.

Each player in a group who wants to complete this encounter must get one of the chests. You can repeat this step as many times as necessary.

Back to Kratos

Once you have the fillet, the barrel of soothing water, the six heads, the scrying stone and the chest in your inventory, you can return to Kratos and speak with him. Seeing that you have your inventory full of items, he gives you a sack, which you must “use” to combine all the items into one “full sack.” Give the full sack to Kratos and he will give you Agne’s Leg, completing the encounter. Whoever turns in all of the components that Kratos has asked for gets a leg.

Special Drops

Agne’s Leg

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Encounter 8-6:

The Statue's Noggin

Starting Point

Green Glades:
51.7k, 18.3k

Creatures Involved

Dawar, controlled statue,
animated statues

Number of Players

2-3 groups

Goal

Kill Dawar and his controlled statue

Special Conditions

None

Credit

Battlegroup

Dawar's statue also has the ability to go dormant during the fight and attempt to regenerate himself. When this occurs he will be out of the fight for 10 seconds, but he will regenerate at a much faster rate than normal. You can choose to continue hitting him, but you can't damage him, or go after Dawar during this time.

During melee with the statue, there is a chance of chipping a chunk of him off, which will then turn into a small animated statue, which falls under Dawar's control as well.

You will ultimately have to kill both Dawar and the statue, but it's probably best to kill Dawar first, since he has melee and PBAOE attacks, whereas the statue only uses melee.

Special Drops

Agne's Head

Backstory

A jinni named Dawar was once bound to a man who saved all his magical wishes for an emergency, then died when Atlantis fell. No longer bound to anyone Dawar decided to take things easy. During that time, he came across the head from Agne's statue. He cast a spell to make the head larger and set it upon a giant statue that had lost its head during the disaster. Using a control crystal he had also scavenged from the wreckage, he animated the statue and has kept it ever since as his servant and guardian.

Encounter

Dawar begins the fight as a ranged caster. He will run away and attempt to cast at a long range. He has an AE bolt spell as well as an air damage spell. He can cast these on distant attackers, even when he is engaged in melee combat, although there is a chance that his spell will be interrupted in melee. If he is not being attacked directly, he can cast spells continuously.

From time to time, Dawar's statue may call him to help with its attackers, at which point Dawar will turn into a whirlwind and speed to the target, casting a very large radius PBAOE energy spell. Then he will attempt to run away again and resume his ranged attacks.





Encounter 8-7:

Agne's Might (Torso)

Starting Point

Green Glades: 36.2k 9.5k

Creatures Involved

Self-maintaining statue

Number of Players

One group

Goal

Destroy the statue with the torso

Special Conditions

None

Credit

Group

Backstory

Some statues were designed to maintain and repair themselves and one another when they get damaged. They were fully autonomous guardians and Trial challenges. Agne's torso was integrated into one of these statues when Agne's statue was destroyed.

Encounter

The challenge of this encounter is that these statues, although they appear to be normal level 56 mobs, actually have twice the normal hit points, take 50% of the damage the normally would, and can partially heal themselves any time they drop below 90% health. You will have to hit them hard and knock them down quickly. Once you have found the one with the torso, kill it to complete the encounter.

Special Drops

Agne's Torso

Encounter 8-8:

The Left Arm

Starting Point

Arbor Glen; 59.1k, 59.8k

Creatures Involved

Kynthia, Kaeriland, Giathna, Lomandeara, Quaria, Minarak, summoned cobra, Kynthia's Guide, summoned massive cobra, cobra guardian

Number of Players

2-4 groups

Goal

Kill Kynthia

Special Conditions

None

Credit

Battlegroup

Backstory

Part of the original Trial in the glory days of Atlantis required would-be heroes to kill a gorgon. This requirement resulted in many gorgon deaths. Gorgon's realized after the catastrophe that Agne's statue was an important part of the trial. They decided to prevent adventurers from completing the trials by taking the left arm of Agne's statue and hiding it.

Encounter

The goal of this encounter is to kill Kynthia, but her lair is located at the apex of a triangle of lairs, each with its own resident gorgon. Whenever you attack one of the gorgons in their lair, any adjacent gorgons will send cobras to protect the gorgon under attack. This means that if you just rush in and attack Kynthia without taking out any of the other gorgons, you will have 25 cobras to handle, with more added on every two minutes. So it's easier to take out the gorgons, beginning with those on the edges, where they are adjacent to only one other gorgon.

With a large enough battlegroup, you may be able to affect this scenario somewhat, because none of the gorgons can send reinforcements if they are engaged in battle. However, if they survive the battle, they can send reinforcements immediately.



Trials of Atlantis: Trial Eight

Kynthia

Kynthia is blind and is poor at melee. She depends on her guide to pick out targets for her. While her guide lives, Kynthia can use snare AE damage bolts at the targets the guide picks for her. Occasionally, she will summon forth a massive cobra who has a devastating poison direct damage attack each swing. This snake will last for 20 seconds (about 5 attacks) then die.

Once the guide is dead, she will not longer be able to call these spells forward as she cannot see who to attack. She will still be able to use her single target stun on close target players as she can “feel” them out and stun them. Other than that she will act like a normal melee monster.

Special Drops

Agne's Left Arm



Encounter 8-9: Right Arm

Starting Point

Arbor Glen;
Approximately 13k, 10k

Creatures Involved

Statues and more statues

Number of Players

1 group

Goal

Get Agne's Right Arm

Special Conditions

None

Credit

Group

Backstory

Somewhere back in the forgotten time since the Atlantean catastrophe, someone found the right arm from Agne's statue and placed it in a chest, guarded by many statues. Nobody knows who did this, but the chest, and the arm, remain there to this day.

Encounter

This is, essentially, a very basic gauntlet-type encounter. You must run down the hallway lined with statues, obtain the arm from the chest, and make it back out with the arm. That's the simple description. In reality, you will have to clear the statues, which will be dormant until you pass them in the hallway.

What you find here are Chrysiron statues (level 67) and their larger/stronger brothers, Helicaon statues (level 69). These statues have massive health and defense bonuses and an AE ice blast. It is possible to clear the waves one at a time and they will not respawn before you reach the chest.

Once someone gets the arm, the statues will aggro on that player. If you don't clear the hallway of statues on the way in, extra statues will spawn when the chest is open, making retreat even more difficult. Once you get out of the hallway, the statues will die and respawn later in their dormant state.

Special Drops

Agne's Right Arm



Encounter 8-10-Part I:

Agne's Army

Starting Point

Arbor Glen; 35.5k, 87k

Goal

Defeat Agne

Creatures Involved

Agne
Agne's statues

Special Conditions

You must have all nine pieces of the Agne statue

Number of Players

Several groups

Credit

Battlegroup

Backstory

The ancient Atlanteans saw this encounter as a good test of a warrior's ability to fight in a large group. Poor strategies and poor tactics will lead to disaster, even for a superior force. Prior to the fall of Atlantis, when the Trials were in perfect order, Agne would be either repaired or reconstructed after each battle automatically. But after the fall of Atlantis the pieces of Agne's statue were scattered all over Aerus. In order to face his challenge, would-be battle masters now have to locate all of the statue's pieces and take them to the Constructor at Agne's platform.

Encounter

In order to start this encounter, you must have all nine pieces of the statue. When you have all nine pieces, talk to the Constructor, who will take the nine pieces and begin to construct the statue. Within 30 seconds or so, the statue of Agne will be complete.

Agne immediately will leave the platform and, at the same time, the first wave of his warrior statues will come to the front of the platform, joining Agne. Once all of the statues are lined up, including Agne, they will come to life. They will immediately aggro on anyone nearby.

The secret to killing Agne is to keep killing his warriors. Wave one consists of level 50s, mostly melee. Wave two statues are level 55, with a few more casters. Wave



three statues are level 61 and consist of more casters than melee. With each wave you kill, it becomes possible to do more damage to Agne, but he can't be killed (take 100% damage) until the third wave has been destroyed.

Agne will direct his forces to attack different targets through the course of combat. The targets he is most interested in will vary somewhat from one wave to the next. He will tend to use his wings against a wide variety of targets during first two waves. But during the third wave he will tend to use his soldiers against ranged targets more frequently than melee targets. Wave three also consists of more ranged soldiers than the first two waves.

After you kill the third wave of Agne's warriors, he will be vulnerable to kill. Before that, even though you can



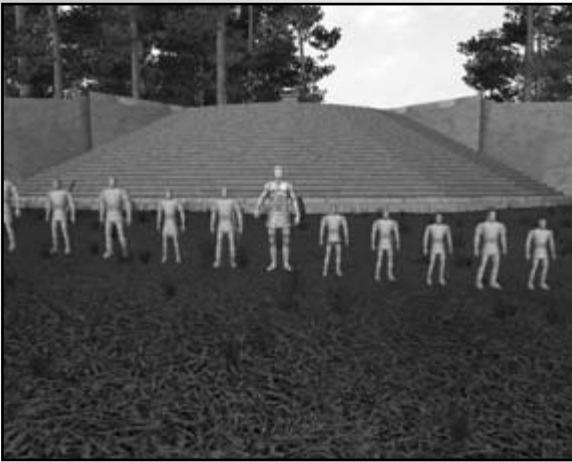
Trials of Atlantis: Trial Eight

damage him you won't be able to kill him. For each wave you defeat, you will be able to whittle down Agne a little more. During the first wave, you can take him down to 75% health. During the second wave, you can take him to 50%. During the third, he'll go down to 25%, and after the third wave, you can kill him. He will go dormant between waves and cannot be hit then.

After Agne is defeated, the encounter can be restarted in 30 minutes. Upon his defeat, the door at the back of his platform will open and inside is where you'll meet the sphinx that guards the treasure. Use the key on the chest and obtain the Talos Power Crystal, which you will need to complete this Trial.

Special Drops

Talos Power Crystal



Encounter 8-10, Part II: Talos

Starting Point

Arbor Glen; 55k, 36.5k

Goal

Kill Talos

Creatures Involved

Talos, altheas Talos statues

Special Conditions

Complete previous encounters

Number of Players

32-50 players

Credit

Battlegroup

Backstory

Talos once guarded the City of Aerus from all intruders. His giant strides took him around the entire city making it possible for him to reach any area of the city quickly. Upon the fall of Atlantis, the shrine that housed Talos fell intact to the world below. To this day, it is said that Talos still guards his small section of that once glorious civilization.

Encounter

Talos is basically the gatekeeper to Aerus City, and you must kill him to move to the next Trial. To activate the encounter, take the Talos Power Crystal obtained in the previous encounter and place it in the head at the center of Talos' Island. This will cause the head to sink, along with the four floating columns. Talos, however, will appear and begin attacking anyone nearby.

In addition to Talos, two altheas Talos statues will appear, one male and one female. These statues will not attack; their sole purpose is to heal Talos to about 60% health once he reaches 25% or below.

Talos has quite an arsenal of attacks, all with area effects. His normal attack is faster than normal and causes a dust cloud to form around the player affected. He can also stomp on you, causing considerable damage. He has no special vulnerabilities, but it may turn out easier to land spells on him that it is on normal epic mobs.



At first, the healer altheas statues are dormant, but once they come to life and begin healing Talos, they become vulnerable. However, upon being hit, the altheus has a 2% chance to spawn a theurgist like pet called purogenes. The purogenes will die instantly if they are hit by cold-based damage and will explode if they are hit by fire-based damage, which also kills them. Upon spawning, they will attack for 15-seconds before dying. The altheus will continue to heal Talos until they are killed.

If you fail to kill Talos, you have 45 minutes to return and try again. After that point, the encounter will reset and you will have to start with Agne again – meaning you will need another complete set of statue parts.

Once Talos has been defeated, however, you will have completed the encounters for the eighth Trial.



Special Drops

Albion

Vial of Heavenly Breezes
Treasure Cache Key
Lightning Etched Plate Sleeves
Lightning Embossed Cloth Sleeves
Lightning Etched Leather Pants
Lightning Etched Studded Vest
Storm Struck Mace
Storm Struck Falchion
Squall Shadowed Mace
Storm Struck Harpoon

Midgard

Vial of Heavenly Breezes
Treasure Cache Key
Lightning Etched Studded Sleeves
Lightning Embossed Cloth Sleeves
Lightning Etched Leather Pants
Lightning Etched Studded Vest
Storm Struck Fang
Storm Struck Short Sword
Squall Shadowed Axe
Squall Shadowed Hammer

Hibernia

Vial of Heavenly Breezes
Treasure Cache Key
Lightning Etched Scale Sleeves
Lightning Embossed Cloth Sleeves
Lightning Etched Leather Pants
Lightning Etched Vest
Storm Struck Mace
Storm Struck Sword
Squall Shadowed Mace
Squall Shadowed War Adze



Trials of Atlantis: Trial Nine

Trial 9

Encounter 9-1 - Kyros

Starting Point

Aerus City: 33.7k, 22.5k

Creatures Involved

Kyros

Number of Players

2-3 groups

Goals

Defeat Kyros

Special Conditions

None

Credit

Battlegroup

Backstory

Kyros was the greatest and most powerful warrior in the history of Atlantis. So skilled was he that he could adapt to the fighting style of any enemy, and in the same battle he might assume the role of an archer, nuker, light or heavy melee or healer. Kyros' statue sits alone on an island, testament to his greatness.

Encounter

True to his legend, Kyros can adopt many of the skills of different warriors and casters. He can take on the characteristics of a Briton polearm Armsman or Wizard, a Hibernian Champion or Enchanter, or a Midgard Warrior or Runemaster.

The way this works is that Kyros will check who has hit him at any point in the battle and randomly adjust to his enemy, becoming one of the aforementioned melee classes or caster classes, as appropriate. When he does this, he also morphs into that type of character, including appropriate race. With this change, he gains the base style and spell lines of that class. However, that is not all. He also has some special abilities, depending on which class he has adopted:

Armsman

Storm the Front. He charges his attacker, sticks to them and doesn't lose aggro.

Wizard

Destroy the Reinforcements. He picks out distant targets for 15 seconds and nukes them with AE fire damage.

Champion

He gains a defensive healing shield proc and an offensive snare proc.

Enchanter

He gains a very large radius, high damage PBAOE.

Warrior

He gains huge defensive and offensive bonuses and grows in scale.

Runemaster

He gains an AE spear spell, which he will cast at random targets.

Special Drops

None





Encounter 9-2: Lachlen

Encounter 9-3:

Lethos the Unifier

| | |
|---------------------------|---------------------------|
| Starting Point | Goal |
| Aerus City, 35.7k, 8.2k | Kill Lachlen |
| Creatures Involved | Special Conditions |
| Lachlen, Weary Explorer | None |
| Number of Players | Credit |
| 8+ | Group |

Backstory

In Aerus City, there is a statue of a great Atlantean explorer named Lachlen. The statue is guarded by its own army of Weary Explorers, animate statues of the original Lachlen's exploratory force. Because Lachlen had traveled everywhere, facing great danger throughout the lands, he became a master of defensive arts.

Encounter

Speak to Lachlen and he will briefly tell you about his explorers and the hardships they have endured. He will say that "at least one of them remains alive." This is a clue to the encounter.

What you have to do is kill all six of his Weary Explorers, watching out for adds in the area. Once all six of the Weary Explorers are dead, you can fight Lachlen, as he holds you responsible for the death of his men.

Lachlen has a lot of hit points and his defense is very good. He evades a lot and has an insta-heal, plus a DD defensive proc. With patience, one group should be able to defeat him.

Special Drops

None

| | |
|--|--|
| Starting Point | Goal |
| Aerus City 35.5k, 16.3k | Kill Lethos the Unifier and his advisors (Timanthes, Zarlanthus, Gyges and Anzelm) |
| Number of Players | Special Conditions |
| 16-32 level 50 | None |
| Creatures Involved | Credit |
| Lethos, Timanthes, Zarlanthus, Gyges, Anzelm | Battlegroup |

Backstory

A statue was erected in honor of Lethos, the early warlord who combined the use of force and diplomacy in the formation of the Atlantean nation. The statue of Lethos still sits in the center of the remains of a small temple. Just outside the temple are statues of his four most trusted military and diplomatic advisors.

Encounter

To begin with, all the statues are dormant, and they will only awaken when you attack Lethos. Only Lethos and Anzelm can move from their pedestals initially, but once Lethos dies, all statues can move.

Lethos will attempt to get Anzelm to BAF by running into his aggro radius. The others will attack if the battle reaches their radius of aggression, as well.

Part of the trick to this encounter is that each of Lethos' advisors has specific abilities, and, should they die, they will confer those abilities to Lethos. Even if Lethos has been killed, he will confer any abilities he has to the other statues as well.

Both Lethos and Anzelm can do considerable damage in melee. You'll want good tanks and healers, and you'll want to stay clear of the other statues until you have taken care of these guys.



Trials of Atlantis: Trial Nine

The statues have the following special abilities, which they can confer to Lethos upon death:

Lethos. No special abilities

Timanthes. Lifetap, debuffs, snares, mez

Zarlanthus. Healing other statues and bladeturns

Gyges. Direct damage spells, damage over time spells

Anzelm. Access to all Hibernian weapons and styles.

You must defeat Lethos and all his advisors to get credit for the encounter.

Special Drops

None



Encounter 9-4:

Kings of Atlantis

Starting Points

Aerus City, 33k, 43k;
33.9k, 44.6k; 37.1k,
45.6k; 37.4k, 42.9k

Creatures Involved

The Tactician, Soldier of
The Tactician, The
Brave, The Coward, The
Terrible, sacrificial heal-
er, energy trap, deadly
energy, rooting statue,
blasting energy, ghostly
statue

Number of Players

2-3 groups

Goal

Kill all four Atlantean
Kings

Special Conditions

Requires a control crystal

Credit

Battlegroup

Backstory

Of the many kings of Atlantis, four earned nicknames that expressed something about their personalities. These were The Tactician, for his commanding prowess; The Terrible, for his horrendous tactics; The Brave, for his ability to charge into battle without fear; and The Coward, who would rather retreat from a fight than die trying.

Encounter

To complete this encounter, you will need to defeat each of the four nicknamed kings of Atlantis. You can defeat them in any order. Before you can attempt this, however, you will need to acquire a control crystal, which you can get by killing an avriel controller, which you will find in the City of Aerus.

Once you have the control crystal, approach one of the four statues and it will take the crystal from you. You must defeat it to get the crystal back, or you will have to go get another. Each time you approach one of the four statues, this will repeat. Defeat all four and you will complete the encounter.



The Tactician

The Tactician will lead many minions into battle, assigning them each a specific task. One will be sent after players engaged in melee with The Tactician. Another will be sent after casters and healers. A third is sent randomly after specific targets and told to stick until one of them dies. When The Tactician gets low on hit points, two nearby statues will become animated and will join the battle.

The Brave

The Brave simply fights alone. He believes he is strong enough and courageous enough to fight without any help. He will pick a target and stick that target, regardless of the amount of damage or taunting he receives from other players. If he succeeds in killing that player, he will switch to another target. One problem with this encounter is that he has a high chance of choosing a healer to attack, and there is no way to get him off them.

To make this encounter even harder, he can lifetap every time he attacks a new player, sucking some hit points to heal himself. If he manages to kill eight players, he will gain two levels and his offensive bonus will grow considerably.

The Coward

The Coward is a complex mob that has several tactics at his disposal. First, when he gets down to about 75% health, he'll summon two healers. You'll have to kill them or the battle will become pretty much impossible. Then, if he reaches about 65% health, he will run away, entering a nearby house. As he does so, he will activate an energy trap that will cause about 100 damage per second for 15 seconds to anyone it attaches to, then it will disappear. About 30 seconds after he enters the house, he will leave again, this time summoning rooting statues to freeze his pursuers and give him more time to heal. Finally, he will create a ring of energy and stand within it. Within this ring, he can cast very strong nukes at faraway attackers while those inside the ring will take about 70 damage per second.

To begin with, destroy the Coward's healers as soon as possible. When he runs into the hut, one good strategy is to attack him with ranged attacks and avoid his traps altogether, though you can send tanks in after him and risk the traps. Then, when he runs out and begins summoning his rooting statues, the best way to foil that plan is not to stick to him and have ranged fighters position themselves ahead of his path while he is still in the hut.

For the ring of energy, anyone outside will get hit with a very damaging spell while anyone inside takes small amounts of damage over time. The best way to approach this is to determine how best your group can handle its healing... healing over time, or healing in big spurts every now and then. Either way, some healing will probably be needed.

The Terrible

This encounter is fairly simple, in theory. You just have to kill The Terrible, who likes to use DoT disease spells. However, each time he kills a player, a ghostly statue will appear above the player's corpse. This statue will split off lesser versions of itself every 10 seconds, up to four times, at which point the original dies, but the four copies remain. Any time one of these statues kills a player, they will also spawn a ghostly statue, which will begin the process of splitting, as well. So, the more player deaths you have in the battle, the more difficult it will be.

Ghostly statues are basic melee mobs. They are resistant to matter damage, but very vulnerable to heat, and somewhat vulnerable to crush, slash, thrust in that order.

Special Drops

None



Trials of Atlantis: Trial Nine

Encounter 9-5: Nelos

Starting Point

Aerus City: 20k, 16.3k

Creatures Involved

Nelos, Students of Nelos

Number of Players

2-3 groups

Goal

Kill Nelos

Special Conditions

None

Credit

Battlegroup

Backstory

Nelos was once a great scholar of Atlantis, and so great a teacher was he, that his students could learn any skill simply by watching him. Students used to come from all the realms to learn from Nelos.

Encounter

The trick to Nelos, who is level 75, is that he will summon his past students, and all of them will attack. Whenever Nelos has used any of his abilities five times, his students will acquire that ability. He has the following abilities, which he can pass along to his students: energy based PBAOE, heal spell, stun

Once his students learn the abilities, you can attempt to hit them with cold, energy, or spirit damage, which has some chance of making them forget an ability. If you do succeed in making them forget ability, they will not be able to regain it for the rest of the encounter.

As for Nelos, a good strategy is to kill some students before you get too far into the fight. If the students don't die quickly, it increases the risk that Nelos will teach them his abilities, and you'll end up with multiple stunning, PBAOEing, healing monsters to deal with. Also, keep on top of the students and wipe their memory as soon as possible if they learn something new.

Special Drops

None

Encounter 9-6:

Patrolling the City

Starting Point

City of Aerus: 28.4k, 9.7k

Creatures Involved

Katri, Katri's Personal Guard, Avriel Guardian

Number of Players

1 or 2 groups

Goal

Kill Katri

Special Conditions

None

Credit

Battlegroup

Backstory

Katri is one of the most well-known and honored Avriel who ever lived. She wanders around Aerus City making sure peace is maintained.

Encounter

Katri is a centaur who travels the lower areas of Aerus City with her Personal Guard. When she is attacked, she will send her Personal Guard to go get help. You can try to kill the Personal Guard, but it will keep moving and will ignore your attacks. You can hurt Katri, but you can only get her down to about 75% health. She can only be killed once the Personal Guard returns with five more Avriel Guardians. At that point, you can kill Katri, but you will have more of a battle on your hands.

You may also want to pick your battle area carefully. Since Katri wanders, be sure to clear the area of any other mobs so you don't get a ton of adds to make your life more miserable than it has to be.

Katri's is a semi tank/healer. She has an AE lightning spell as well as numerous heal spells at different times. Her Personal Guard and guardians also have heal spells, so its best to take them down first or it will be a long fight.

Special Drops

None



Encounter 9-7:

Uncontrolled Host

| | |
|---|--|
| Starting Point City of Aerus, 25.2k, 32.9 | Goal Kill a Puissant Iaculus |
| Creatures Involved Iaculus | Special Conditions The Puissant Iaculus must spawn |
| Number of Players 1 group or less | Credit Battlegroup |

Backstory

The iaculi are cannibalistic and often attack one another.

Encounter

The basic element of this encounter revolves around the iaculi in Aerus City. They tend to attack and kill each other when their population reaches a certain density. There are four kinds of iaculi – one is range resistant; one can cast poison DoT; one casts an AE poison spell; and one has a bleed attack. Each time an iaculus kills another, it gains in power and level. If one iaculus kills at least one of each of the different types, it will become a level 65 Puissant Iaculus with the abilities of each of the other types. Find one of the Puissant Iaculi and kill it to complete the encounter.

The Puissant Iaculus has all 4 attacks, has an extra high offense, defense and hp bonus. Also you can not pull it off the first person it aggro on till they either die or it dies. Like all of the Iaculi, the Puissant has a high resist to body and weakness to cold.

Special Drops

None

Encounter 9-8 – Sphinx

| | |
|---|--|
| Starting Point City of Aerus: 26.3k, 35.6k | Goal Kill either Kiran, Roshan or Chan |
| Creatures Involved Kiran, Roshan, Chan, <your name> guardian | Special Conditions None |
| Number of Players 32 to 40 | Credit Battlegroup |

Backstory

The Sphinx are the guardians of Aerus. There are several, named Sphinx throughout the area.

Encounter

The goal of this encounter is to kill either Kiran Roshan or Chan, who are neutral before being attacked. However, if you attempt to pass one of these sphinx without fighting and you haven't defeated any of the others, you will acquire a purple mob called <your name> Guardian. The game does a check every five minutes, and there is a 35% chance that your "guardian" will go aggro on you.

If you kill a sphinx or have already passed the encounter you will not have to worry about the guardians. There is no difference between the three sphinx. They will all stand in their spots and fight. They hit very hard and have a lot of health and a bonus to offense and defense. The guardians are level 75 melee NPCs, and by themselves they are easy. But when three or more all aggro at the same time you should careful. Basically, don't waste time. Kill one of the sphinxes so your group doesn't have 8+ guardians following them around, never knowing when they will attack.

Special Drops

None



Trials of Atlantis: Trial Nine

Encounter 9-9:

Winged Centaur

Starting Point

City of Aerus:
25.8k, 41.4k

Creatures Involved

Avriel, Neola, avriel
guardian

Number of Players

About 2 groups

Goal

Kill Neola and her
guardians

Special Conditions

Kill 30 avriel to cause
Neola to spawn

Credit

Battlegroup

Backstory

Neola is the guardian of the Avriels. It is her duty to protect her kind and she will try to stop anyone who harms her sisters.

Encounter

Your goal is to kill Neola and her guardians, but in order to get them to appear, you must kill 30 other avriel. You will get a message each time you kill one. When you have killed number 30, Neola (level 65) and her guardians (level 60) will spawn and head to that spot, attacking anyone who is near. If there is nobody there, then they will head to the spot of the next avriel you kill.

Neola has a standard melee attack with a high offensive bonus and can heal herself. She also can use an occasional direct damage spell. The Avriel guardians are pure melee types to that can heal. It's probably best strategy to take out the guardians first.

Special Drops

None

Encounter 9-10: The Phoenix

Starting Point

City of Aerus, 26.k, 32.5k

Creatures Involved

The Phoenix, Generator
Operator, Phoenix Ozos

Objects Involved

Generators

Number of Players

38+

Goal

Kill The Phoenix

Special Conditions

Complete all other Trial 9
encounters

Credit

Battlegroup

Backstory

The Phoenix is a powerful mythical creature who was revered by the Atlanteans. For this reason, they made him the ultimate encounter to prove a hero's worthiness to be a master of the Trials of Atlantis.

Encounter

The Phoenix gains special powers from three orbs, called Generators, that shine light on it from three islands nearby. One Generator is at approximately 26.6k, 19.9k. The second is at approximately 33.9k, 30.1k. The third is at approximately 20.3k, 31.9k. You will have to destroy each of the Generators to weaken the Phoenix enough to be killed.

Each orb can be attacked, much as you would attack a fortress door. However, once a Generator has been deactivated by your attacks, an NPC called the Generator Operator will leave his dormant state and head for the Generator to repair it. If he reaches the Generator, it will be repaired and at full capacity. You kill the Generator Operator before he reaches the Generator. Each time you kill the Generator Operator, he will respawn at his original location and start toward the Generator again.

dark age of Camelot



TRIALS of ATLANTIS

The power of the Generators accumulates to boost The Phoenix:

When all three Generators are up:

- He cannot be damaged past 75% of his health
- Upon taking damage, he will occasionally cast flying fireballs that will explode at close range and cast a small radius AOE fire spell.
- Upon taking damage, occasionally an AOE fire reverse proc will fire on the players.

When one Generator is destroyed:

- He cannot be damaged past 50% of his health
- Upon taking damage, he will occasionally cast flying fireballs that will explode at medium range and cast a small radius AOE fire spell (slightly weaker than previous spell).
- Upon taking damage, occasionally an AOE fire reverse proc will fire on the players (weaker than the previous proc).

When two Generators are destroyed:

- He cannot be damaged past 25% of his health
- Upon taking damage, he will occasionally cast flying fireballs that will explode at far range and cast a small radius AOE fire spell (slightly weaker than previous spell)
- Upon taking damage, occasionally an AOE fire reverse proc will fire on the players (weaker than the previous proc).

When all Generators are destroyed:

- He can be killed.
- He will not cast fireballs.
- There will be no reverse proc.

With or without the Generators, The Phoenix will cast fireballs about 2% of the time. These fireballs will grab players within a 200 unit radius and carry them 2000 units away, then explode, dropping the player to the ground. (You will not take falling damage... don't worry about that, at least.)

This encounter will require teamwork and lots of fire-power. You will have to destroy the Generators (hit them low on the surrounding wall) and keep them inoperative by killing the Generator Operators repeatedly while hacking away at The Phoenix until he is defeated. At that point, you will have completed all the encounters for Trial 9 and be a hero of the Trials of Atlantis.

Special Drops

Albion

Pants of the Repentant
Legs of the Transcendent
Legs of the Instigator
Woven Feather Pants
Legs of the Unrepentant
Pants of the Transfixer
Legs of the Ascendant
Legs of the Aggressor
Legs of the Subjugator

Midgard

Legs of the Vehement
Legs of the Mutilator
Legs of the Instigator
Woven Feather Pants
Legs of the Unrepentant
Pants of the Transfixer
Legs of the Ascendant
Legs of the Aggressor
Legs of the Subjugator

Hibernia

Legs of the Transcendent
Woven Feather Pants
Legs of the Unrepentant
Pants of the Transfixer
Legs of the Instigator
Legs of the Ascendant
Legs of the Sentinel
Legs of the Vanquisher
Legs of the Subjugator

Trials of Atlantis: Trial Ten

Trial 10

Starting Point

A special portal is generated in random spots throughout Atlantis. If you have finished ML9, step into the portal and you will be transported to a portal in the City of Aerus.

Creatures Involved

Sagittarius, Scorpius, Centaurus, Leo, and Draco

Number of Players

4 groups

Goal

Survive the final trial and you will have completed all the Trials of Atlantis.

Special Conditions

Must be ML9 to enter and compete in ML10 trials.

Credit

Battlegroup

NOTE ON CELESTIUS

This is one long trial. The encounter mobs will spawn consecutively with a small breathing period in between battles. Celestius is also a RvR zone, so be mindful of your surroundings. You never know when another realm will crash the party.

Encounter 10-1:

Sagittarius

Backstory

The constellation Sagittarius represents the centaur Chiron. In mythology, most of the centaurs were regarded as bestial because they were half horse. However, the ancient Greeks respected the horse, and were reluctant to deem the centaurs entirely bad. In fact, the centaur Chiron was renowned for his gentleness. He was an excellent archer, musician, and physician, and tutored the likes of Achilles, Jason, and Hercules.

Chiron, however, was accidentally shot and wounded by Hercules. The arrow, which had been dipped in the poison of the Lernaean Hydra, inflicted great suffering on Chiron—so great that even the talented physician could not cure himself. In agony as an immortal unable to find release in death, Chiron offered himself as a substitute for Prometheus. The gods had punished Prometheus for giving fire to man by chaining him to a rock. Each day an eagle

would devour his liver, and each night it would grow back. However, at the request of Hercules, Jupiter agreed to release Prometheus if a suitable substitute could be found. Chiron gave up his immortality and went to Tartarus in place of Prometheus. In recognition of his goodness, Jupiter placed him in the stars.

Encounter

Sagittarius is the first of the five Draco encounter stages. In addition to being level 86, Sagittarius wields both a bow and a spear. Each weapon allows him to use certain special abilities.

Sagittarius using his bow:

- Sagittarius's bow has a low delay, enabling him to fire it very quickly.
- Sagittarius uses three unique offensive procs with his bow, each of which he will cycle through.
- Sagittarius begins by using his Poison Arrow. The poison arrow is a linked spell that has two components, each strikes a large radius. The first component, "Deadly Plague," is a disease spell that lasts



twenty minutes unless it is cured, debuffs strength, and snares and reduces the effectiveness of heals on the victim. The second component is “Eternal Suffering,” which is a five minute poison DoT that ticks every ten seconds. After ten seconds, Sagittarius cycles over to his second arrow type.

- Sagittarius’s second arrow type, “Cold Arrow,” has three components. The first component, an AE direct damage spell called “Freezing Comet,” hits a very large radius for significant damage. The second component, “Freezing Void,” snares everyone in a large radius around the target for thirty seconds. The last component, “Absolute Zero,” debuffs everyone’s dex and quickness in a large radius around the target for sixty seconds. A few moments after acquiring his proc, Sagittarius will cycle over to his last arrow type.
- Sagittarius’s third arrow type, “Fire Arrow,” has two components. The first component is a simple AE fire direct damage spell that hits a large radius for significant damage. The second component causes six fireballs to spiral out from the target hit by Sagittarius’s arrow. These fireballs travel a random distance in six different directions from the target, and detonate themselves before degenerating. Sagittarius uses this arrow for about forty seconds before choosing his poison arrows again and restarting the cycle.

Sagittarius using his spear:

- Sagittarius’s spear has a low delay, allowing him to attack frequently.
- Sagittarius will switch to his spear when he is engaged in melee combat. He will occasionally use one weapon style with his spear to deliver a big hit.
- While using the spear, Sagittarius can cast strong point-blank-area-effect energy and cold based nukes. He will issue a warning when he is building up to cast this nuke six seconds before he begins to cast it.

- While using his spear, he can spawn six magical floating bows around himself in a large radius. These bows are aggressive and will not spawn if a player is within their aggression radius.
- The bows use the same three unique arrow types that Sagittarius uses and randomly select which arrow they will have when they spawn. Unlike Sagittarius, they do not cycle which arrow they use. Because the bows are level 50, the spells they cast are much weaker than the ones Sagittarius casts.
- The bow monsters are weak, but will evade 75% of any incoming attacks. If more than three players attack a bow, the evade chance of the bow is nullified.
- When players engage the bows in melee combat, the bows will become spears. When they switch weapons they will also change their name from “Sagittarius’s Bow” to “Sagittarius’s Spear.” “Sagittarius Spear” monsters will use a variety of spear styles and switch their offensive proc from the unique bow proc they were assigned at spawn to a short duration stun proc.

In this encounter, if players choose to engage Sagittarius in melee, they must have some of their raid party tasked to do nothing but deal with the “Sagittarius Bow” spawns. Sagittarius can also be fought exclusively from range, but his fierce arrows become a deadly factor unless players spread themselves out over the battlefield. If he is being fought exclusively at range, his spreadfire fire arrows may be avoided through careful positioning if the target he is shooting doesn’t move.



Trials of Atlantis: Trial Ten

Encounter 10-2:

Scorpius

Backstory

Scorpius is a constellation. The scorpion is generally believed to be responsible for the death of the great hunter Orion. According to some myths, the scorpion stung Orion in response to his boast that he could defeat any beast; according to others, the scorpion was sent by Apollo, who was concerned for his sister Diana's continued chastity. In either case, Scorpius was placed in the opposite side of the sky from Orion to avoid further conflict. It is located to the southeast of Libra, and is marked by the bright red star Antares.

Encounter

Scorpius has a few abilities he uses against players. His first ability is a plague that he creates on players. Casting cure disease will remove the plague.

Scorpius can release deadly poison on players by stinging them.

Scorpius can also teleport players into the Energy Barrier, a large, glowing shield, pulsating with damage. It does low damage, about 50-100, every few seconds to people around it, but it can be destroyed. If a player is caught inside the barrier they will be tossed about. Only 8 can be captured at any given time. When a player reaches 10 percent HP, he or she is launched into the air and thrown from the barrier, and usually dies from the falling damage. If the barrier is destroyed, it will drop all the players currently trapped inside the barrier. Anyone who walks inside the barrier will be captured and forced to spin around inside.

Scorpius can also summon forth a meteor shower once he is below 50 percent health. You can look into the sky and see bright white balls of energy flying to the ground, exploding with AE damage. The meteor lands in a random location. You can avoid meteors if you pay attention while fighting Scorpius.



Encounter 10-3:

Centaurus

Backstory

Centaurus is one of several constellations that deals with the Labours of Heracles.

In the Fourth Labour, Heracles's assignment was to bring back a rampaging wild boar that brought death and destruction to the inhabitants of the northern part of the Peloponnesian peninsula. On his way, he stops to visit a friend, a Centaur named Pholus.

Centaurs were half-men, half-horse, who had all descended from Ixion and Nephele (who was a cloud, shaped by Zeus to resemble his wife Hera). Centaurs were featured in a number of Greek myths, but generally remained on the periphery of Greek fable.

As Heracles finishes the meal provided by Pholus, he has the effrontery to open the Centaurs' private wine cask, meant for them alone. The rest of the Centaurs catch the odor of their wine, and they become enraged. Gathering up huge boulders, ripping out trees to use as clubs, and arming themselves with axes, the Centaurs advance on the dinner party.

Pholus takes fright, and the battle is left to Heracles alone. After single-handedly repulsing a

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number of Centaurs, Heracles chases the rest of them to the cave of their king, Cheiron.

Heracles shoots an arrow at one fleeing Centaur, Elatus by name, but it passes through his arm and strikes Cheiron on the knee. Because Heracles' arrows were all dipped in poison, each was fatal, no matter how slight the wound. Cheiron was a great friend of Heracles, and our hero is devastated. He tries to assist Cheiron, but there is nothing to be done.

Cheiron was immortal, so although the poison couldn't kill him, it would cause him an eternity of great pain. He descends to the depths of his cave, and his screams of agony echo throughout the cavernous walls.

Eventually Prometheus takes pity on the long-suffering king of the Centaurs, and offers to take over Cheiron's immortality if Zeus would agree. Zeus agrees, and Cheiron's agony finally ends. Zeus then places the great king of the Centaurs in the heavens.

At the site of the battle, the Centaur Pholus looks over the dead and dying, and wonders how Heracles' arrows could be so fatal. He plucks an arrow out of a body and looks at it, but it slips through his fingers and strikes him on the foot, killing him instantly.

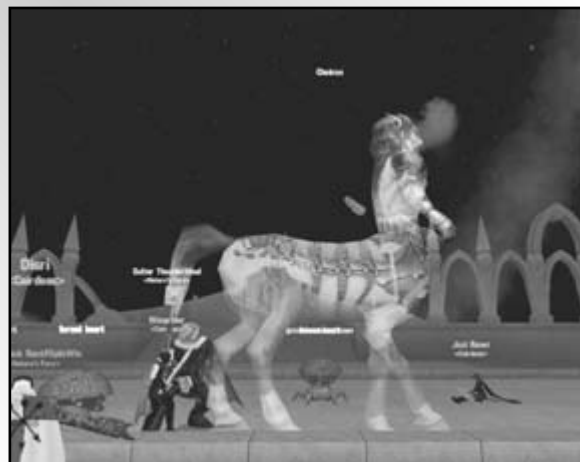
Heracles hears of the tragedy and returns to bury his friend, at the foot of the mountain that bears his name: Mt. Pholoe.

This high plateau region in the interior of the peninsula is just up the road from Olympia. Now called Pholois, it is where the Centaur stories of antiquity originated.

It is said that Zeus had held Pholus in very high regard, and therefore also put his likeness in the heavens. Thus the constellation Centaurus represents two Centaurs: Pholus and Cheiron.

The fact that two Centaurs are linked with the constellation is no accident. The earliest artifact showing the likeness of a Centaur is a piece of Mycenaean jewelry which depicts two centaurs facing each other and dancing, similar to satyrs.

These half-men, half-horse figures were also transformed at times to half-man, half-goat. Many rituals, which may date back to Neolithic times, are known to have involved dressing as one of these half-beasts.



Encounter

Centaurus is a tough monster to bring down. In order to do some significant damage to him, you must obtain a Vial of Cracked Poison and throw it at him (USE) at the proper time. It is possible to kill him without using the vials, but the battle would take a very long time.

Centaurus drops one of these vials three minutes after he spawns. There's also a 10 percent chance he will also drop a vial after he kills a player. In each instance a broadcast message notifies players that this has occurred. The player who picks up the item will receive a confirmation box stating that the vial appears to have some poison remaining inside.

Now that the player has the vial can USE it on Centaurus. In order to do damage to him, however he or she must USE it on him when he is in his mortal, not immortal, form. Players will receive a message indicating when he is changing forms and he will visibly change shape. Once he is in mortal form, USE the vial while he is your target. You will instantly do damage to him in the amount of 25 percent of his



Trials of Atlantis: Trial Ten

CURRENT hit points. He cannot be killed in this way, however. He has a minimum hit points threshold that can only be crossed via conventional methods of attack.

Centaurus will morph into his mortal form for a period of 15 seconds every six minutes. The vial will affect his health only while in his mortal state. Centaurus' name will change randomly to either Pholus or Cheiron when he has morphed to his mortal state. His name will return to Centaurus when he transforms back to immortal form.

Centaurus has two attacks that he uses in addition to standard melee fighting. One of these attacks is a conventional PBAOE with increased damage, but the other is unique. Centaurus will pick a target during the fight and insta-casts a DoT spell on him that lasts several minutes. When this occurs a message will notify that the DoT is named "Gift From Hercules," a reference to the backstory and mythology surrounding this encounter.



Encounter 10-4:

Leo

Backstory

The constellation Leo is generally accepted to represent the Nemean Lion, killed by Hercules during his first labor. According to myth, the Nemean lion had an impenetrable skin. Hercules got around this potentially serious obstacle by wrestling the lion and strangling it to death. He then removed one of its claws, and used it to skin the animal. From then on, Hercules wore the skin of the Nemean Lion as protection.

Encounter

Leo has 4 main attacks:

- The first one is a toss in the air attack. Leo grabs you and sends you hurling up into space. You'll get a 5 to 10 second view of Celestius from space, then fall for about 35 to 75 percent of your health.
- The second attack is his charge attack. Depending on where Leo is located, he will run to the far side of the room, then split into four small lions, called Leo's Pride, which cannot be killed. They attack for only a few seconds, doing massive damage before running back to where Leo was standing when he split to turn back into Leo.
- Leo's next attack is a double spell: Leo's Roar and Leo's Terror. They both hit at the same time. Leo's Roar is an AE Stun and Leo's Terror is an AE Fumble.
- Leo also casts Leo's Bite when he is hit. It is a very high damage bleed DoT spell.

Leo is extremely immune to slash, thrust, and has high resist to heat, cold, body, and spirit. He has an extremely high damage penalty against crush, matter, and energy.



Encounter 10-5:

Draco

Backstory

Draco destroyed Atlantis per the god's wishes after they became infuriated over the Atlantean's development of magic and technology that let them reach farther into the heavens than where mere mortals were allowed. The Atlanteans were warned to cease their exploratory efforts into the god's domain, but the warnings were not heeded.

Encounter

Draco is the final encounter for Celestius, and the final encounter for all of the Trials of Atlantis. Draco has two special attacks, each of which has a chance to fire on players during each combat round.

The first attack is a dragon breath spell. This is an AOE attack that targets the players and does cold damage. At the end of the attack, five monsters spawn on the players named Ladon's Minons. Ladon is the mythological creature that is represented by the constellation Draco. Ladon's minions take the form of the previous Celestius boss monsters (Leo, Scorpius, and Centaurus). These level 55 monsters are smaller versions of their predecessor with no special attacks and a high resistance to melee attacks. Melee players should ignore these monsters while the casters take them down. They are weak to all magic.

The second attack is a black hole. A hole will open up and suck in nearby players. After a few seconds the spell will end and a PBAOE spell will go off injuring all who are stuck in the black hole.





Chapter 5

Master Levels

When you have successfully completed the first of the Trials of Atlantis, you can return to the Arbiter and he will offer you a choice of paths. Each character class has two path options. Once you choose a path, you will gain abilities associated with that path each time you complete another Trial. There is a chance that the final boss of each Trial will drop special “respec” stones that allow you to change your path, but otherwise, you will stay on that path and gain its abilities only.

The choice of paths largely depends on what kind of abilities you would like to enhance. Some of the paths are more focused on offense, some more on defense. Some are more focused on groups and zergs, while others may turn out to be more useful for solo players. Probably the best way to determine which path you would prefer for your character’s class is to look at each of the nine abilities conferred with that class and see how they would fit into your playing style.

In addition to your Master Level path, you will also have to gain special experience to complete your Master Level. Only certain creatures will grant Master Level experience.

In This Chapter

There are three charts in this chapter. One lists all the possible path choices for each character class. The second lists all the abilities associated with each path. The third, at the end of the chapter, lists the creatures who give Master Level experience.

Master Level Xp

One way to gain Master Level experience is to fight certain mobs in both the old worlds and in the Atlantis zones. In the Master Level Experience Mob Charts starting on page 130, we have listed the creatures that will currently give Master Level experience. Keep in mind that this information may change, and this is just what we can tell you for now.

There is another way to gain Master Level experience – by helping other players complete the Trials for the first time. The guidelines for this are as follows:

- The experienced player must be grouped, not just battlegrouped, with a player who will be receiving credit for the encounter for the first time.
- The experienced player must have the previous Trial (read Master Level) completed in order to receive credit.
- You get credit for each player in your group who has not completed the Trial encounter. So if one person in your group has not, you get credit once. If more than one, you get Master Level experience credit for each person who is completing the encounter for the first time.

Not all Trial encounters offer Master Level experience rewards. As an example, encounters that you can complete solo do not provide Master Level experience. Encounters that require players to /use an item or open a treasure chest, for example, are also not flagged to provide Master Level experience.



Master Paths

Banelord

Banelords are essentially defensive and can be helpful to groups by debuffing enemies and buffing their allies. Their abilities could be useful for a solo player, but might be especially appreciated in larger encounter situations.

Battlemaster

The Battlemaster's abilities are somewhat varied, but would be useful for a defensive tank and could be useful in group battles. They have mostly defensive abilities, although there is some offense mixed in along with the Faultfinder style that can be useful in siege situations. The eighth-level ability, Bodyguard, is a guard ability that basically protects another player from any melee damage as long as the guarding player is still alive.

Sojourner

The Sojourner has a variety of interesting abilities. The group underwater breathing spell is likely to be popular, as it eliminates the need to use potions. Sojourner abilities can be useful for solo players or in group situations.

Spymaster

The Spymaster's abilities are pretty consistent with stealth players and their normal strategies, and, if gained, can enhance a stealthier in various ways. One interesting new ability allows the Spymaster to lay down invisible runes that can do damage to enemies through snares and poison spells. Along with specifically stealth-based abilities, a high level Spymaster can also be very helpful in siege situations.

Convoker

The Convoker can be especially useful in large group and siege conditions. He can summon items and pets, and cast some wards to affect enemy players, including revealing stealth players within a limited radius.

Perfector

The Perfector is basically an enhanced healer, with almost all abilities geared toward healing and related powers, although some abilities have to do with reducing negative effects such as nearsight, snares, roots, and the like placed on allies by their enemies. At the ninth level, the Perfector gains a ward that drains enemy characters' power, but that is the only "offensive" ability the Perfector gains.

Stormlord

The Stormlord can summon a variety of storm effects that damage or weaken enemy players in addition to countering the effects of storms created by enemy players. Stormlords would probably find themselves most effective in group situations.

Warlord

The Warlord can offer all kinds of support in group and large group situations with a variety of "shouts" that have good range and can affect allies and enemies in a variety of ways. Warlords can help to regenerate allies, reduce enemy chances to hit, reduce fatigue costs for allies, and much more. Although the range of these abilities varies, some can extend as far as 1500 units and affect every ally or enemy within that range.

Master Levels

Master Paths by Character Class

| | | |
|--------------|--------------|--------------|
| Albion | | |
| Paladin | Warlord | Battlemaster |
| Armsman | Warlord | Battlemaster |
| Theurgist | Convoker | Stormlord |
| Cleric | Warlord | Perfector |
| Wizard | Convoker | Stormlord |
| Sorcerer | Convoker | Stormlord |
| Infiltrator | Spymaster | Battlemaster |
| Friar | Battlemaster | Perfector |
| Mercenary | Battlemaster | Banelord |
| Necromancer | Convoker | Stormlord |
| Cabalist | Convoker | Stormlord |
| Reaver | Battlemaster | Banelord |
| Scout | Battlemaster | Sojourner |
| Minstrel | Warlord | Sojourner |
| Midgard | | |
| Thane | Battlemaster | Stormlord |
| Warrior | Warlord | Battlemaster |
| Shadowblade | Spymaster | Battlemaster |
| Skald | Warlord | Sojourner |
| Hunter | Sojourner | Battlemaster |
| Healer | Sojourner | Perfector |
| Spiritmaster | Convoker | Stormlord |
| Shaman | Convoker | Perfector |
| Runemaster | Convoker | Stormlord |
| Bonedancer | Convoker | Banelord |
| Berserker | Battlemaster | Banelord |
| Savage | Warlord | Battlemaster |
| Hibernia | | |
| Enchanter | Convoker | Stormlord |
| Mentalist | Stormlord | Warlord |
| Blademaster | Battlemaster | Banelord |
| Hero | Battlemaster | Warlord |
| Champion | Battlemaster | Banelord |
| Warden | Battlemaster | Perfector |
| Druid | Convoker | Perfector |
| Bard | Sojourner | Perfector |
| Nightshade | Spymaster | Stormlord |
| Ranger | Battlemaster | Sojourner |
| Animist | Convoker | Stormlord |
| Valewalker | Battlemaster | Stormlord |
| Eldritch | Convoker | Stormlord |



Master Abilities by Path

BANELORD

| # | Ability | Cast Time | Recast Time | Duration |
|---|---------------------------|-----------|-------------|------------|
| 1 | Zone of Unmana | 0 | 300 seconds | 20 seconds |
| Description: Point blank area effect shout (700 radius) that penalizes the casting time of enemy casters by 50%. | | | | |
| 2 | Primal Agony | 0 | 300 seconds | 0 |
| Description: Point blank area effect shout (1000 radius) that reduces the power/health/fatigue of enemies by 10% of their current value. | | | | |
| 3 | Oppression | 0 | 300 seconds | 20 seconds |
| Description: Point blank area effect shout (1000 radius) that decreases enemies' max encumbrance by 75%. | | | | |
| 4 | Inexorable Defeat | 0 | 300 seconds | 20 seconds |
| Description: Point blank area effect shout (1000 radius) that increases the fatigue cost of enemy actions by 50%. | | | | |
| 5 | Tactical Insight | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1500 radius) that decreases the chance for enemies to hit nearby allies by 15% . | | | | |
| 6 | Snaring Tendrils of Power | 0 | 12 seconds | 10 seconds |
| Description: Point blank area effect shout (700 radius) that snares nearby enemies by 50% of the enemy's current speed, but stuns the user. | | | | |
| 7 | Chaotic Power | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1000 radius) that provides a 10% increase to the chance for allies to hit enemies. | | | | |
| 8 | Agony Transmission | 0 | 600 seconds | 0 |
| Description: Point blank area effect shout (1000 radius) that reduces the power/health/fatigue of enemies by 30% of their current value, but costs the user 75% of his or her own health. | | | | |
| 9 | Demoralization | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1000 radius) that reduces the effective spec of enemies for determining variance for spell and melee damage by 15%. | | | | |
| 10 | Banestrike | 0 | 900 seconds | 15 seconds |
| Description: Point blank area effect shout that boosts by 25% the damage of attacks from nearby allies. | | | | |

Please be advised that Mythic may make changes to the Master Abilities. These lists are up-to-date as of this writing.

Master Levels

WARLORD

| # | Ability | Cast Time | Recast Time | Duration |
|--|----------------------|-----------|--------------|------------|
| 1 | Siege Master | n/a | n/a | n/a |
| Description: Reduces all siege timers (load/aim/fire) by 30%. Passive ability. | | | | |
| 2 | Bolstering Battlecry | 0 | 300 seconds | 0 |
| Description: Point blank area effect shout (1500 radius) that heals allies' health, power and fatigue by 10%. | | | | |
| 3 | Cowering Bellow | 0 | 300 seconds | 20 seconds |
| Description: Point blank area effect shout (1500 radius) that sends realm enemy monsters running. | | | | |
| 4 | Resilient Will | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1500 radius) that increases the enemy's chance of missing nearby allies by 5%. | | | | |
| 5 | Guided Strike | 0 | 300 seconds | 20 seconds |
| Description: Point blank area effect shout (1500 radius) that increases allies' chance of getting critical hits by 10%. | | | | |
| 6 | Energizing Aura | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1500 radius) that gives a 50% fatigue cost discount to nearby allies. | | | | |
| 7 | Cleansing Aura | 0 | 120 seconds | 0 |
| Description: Point blank area effect shout (700 radius) which reduces the effect of damage-over-time spells by 40%. If this reduces the damage to below zero, the DOT is dispelled. | | | | |
| 8 | Defending Martyr | 0 | 1800 seconds | 0 |
| Description: Powerful point blank area effect heal (350 radius) that costs the user 90% of his or her hit points, but that heals all allies within a 350 radius for 1000 hit points. | | | | |
| 9 | Leadership | 0 | 300 seconds | 30 seconds |
| Description: Point blank area effect shout (1500 radius) that boosts the effective level of allies for determining damage variance for spell and melee damage by 15%. | | | | |
| 10 | Warguard | 0 | 600 seconds | 35 seconds |
| Description: Point blank area effect shout that reduces damage of attacks on nearby allies by 25%. | | | | |



BATTLMASTER

| # | Ability | Cast Time | Recast Time | Duration |
|---|-----------------|-----------|-------------|------------|
| 1 | Sapping Strike | 0 | 0 | 0 |
| Description: Point blank area effect (350 radius) that drains the fatigue of enemies by 50%. | | | | |
| 2 | Faultfinder | 0 | 0 | 0 |
| Description: Style that allows full damage hits against objects. | | | | |
| 3 | Power Leak | 0 | 0 | 0 |
| Description: Point blank area effect (350 radius) that drains the power of enemies by 70%. | | | | |
| 4 | Grapple | 0 | 12 seconds | 10 seconds |
| Description: Short range single target effect that stops both the user and the target from being able to move or attack. | | | | |
| 5 | Essence Flames | 0 | 0 | 15 seconds |
| Description: Buff that gives the subject a 10% chance to gain bonus essence damage when attacking in melee combat. | | | | |
| 6 | Throw Weapon | 0 | 0 | 0 |
| Description: Perform this ranged attack at 700 range using melee damage formulas; cannot attack with normal melee for 10 seconds afterward. | | | | |
| 7 | Essence Sear | 0 | 0 | 15 seconds |
| Description: Point blank area effect resistance debuff (350 radius) to essence magic. | | | | |
| 8 | Bodyguard | n/a | n/a | n/a |
| Description: Can't use a melee strike on an enemy player who is being bodyguarded (must kill bodyguard first or use ranged attacks). Protected player can not move while bodyguarded. | | | | |
| 9 | Essence Dampen | 0 | 0 | 15 seconds |
| Description: PBAE that reduces the effectiveness of Str/Con buffs. | | | | |
| 10 | Essence Shatter | 0 | 0 | 0 |
| Description: PBAE (350 radius) that randomly dispels one positive effect from nearby enemies. | | | | |

Master Levels

CONVOKER

| # | Ability | Cast Time | Recast Time | Duration |
|---|-------------------|------------|--------------|--------------|
| 1 | Summon Wood | 0 | 600 seconds | 0 |
| Description: Summon 100 random material boards of wood usable for upgrading keep doors. | | | | |
| 2 | Prescience Node | 18 seconds | 300 seconds | 600 seconds |
| Description: Ground targeted ward (1000 radius) that can make enemy stealthers visible, without removing their stealth. | | | | |
| 3 | Power Trap | 4 seconds | 0 | 600 seconds |
| Description: Rune that drains power from enemies when it detonates. | | | | |
| 4 | Speedwarp | 0 | 0 | 600 seconds |
| Description: Ward (50 radius) that negates the effects of speed boosts for enemies who pass through it. | | | | |
| 5 | Summon Warcystal | 13 seconds | 600 seconds | 0 |
| Description: Summon a powerful piece of siege ammunition. | | | | |
| 6 | Battlewarder | 1 second | 120 seconds | 0 |
| Description: Powerful ground targeted summon, but neither it nor you can move for the duration. | | | | |
| 7 | Dissonance Trap | 3 seconds | 300 seconds | 1200 seconds |
| Description: Rune that does 40% essence damage to the enemy when it detonates. | | | | |
| 8 | Brittle Guard | 0 | 600 seconds | 0 |
| Description: Summon a guardian who will intercept incoming melee attacks for you. | | | | |
| 9 | Summoning Mastery | n/a | n/a | n/a |
| Description: Boosts effective level of pets (+20) to determine enemy damage variance for spells and melee. | | | | |
| 10 | Crystal Titan | 13 seconds | 1800 seconds | 600 seconds |
| Description: Ground targetted summon that has to grow to full strength before pummeling enemies. Hits for tremendous damage but requires line of sight to cast. | | | | |



PERFECTOR

| # | Ability | Cast Time | Recast Time | Duration |
|---|------------------------|------------|-------------|-------------|
| 1 | Purging Wave | 2 seconds | 0 | 0 |
| Description: Cure all members of your group who are diseased. 2000 range. | | | | |
| 2 | Purify Vision | 1 | 0 | n/a |
| Description: Dispel nearsight. | | | | |
| 3 | Sphere of Rejuvenation | 2 seconds | 300 seconds | 600 seconds |
| Description: Ward that regenerates health for all allies who rest within it. | | | | |
| 4 | Greatness | 0 | 0 | 0 |
| Description: Increases concentration pool by 20%. | | | | |
| 5 | Font of Power | 5 seconds | 300 seconds | 600 seconds |
| Description: Ward that regenerates power for allies who stand inside it. | | | | |
| 6 | Determination Field | 2 seconds | 300 seconds | 600 seconds |
| Description: Ward that helps reduce the effect of crowd control spells on allies within it. | | | | |
| 7 | Leaping Health | 0 | 300 seconds | 30 seconds |
| Description: Self buff that adds a radius to the next single target heal. | | | | |
| 8 | Restore the Soul | 13 seconds | 120 seconds | 0 |
| Description: Cure resurrection illness. | | | | |
| 9 | Dissonating Ward | 2 seconds | 300 seconds | 600 seconds |
| Description: Ward that drains power from enemies who stand within its radius. | | | | |
| 10 | Rampant Healing | 0 seconds | 600 seconds | 30 seconds |
| Description: Self buff that gives the next group heal cast a radius. | | | | |

Master Levels

SOJOURNER

| # | Ability | Cast Time | Recast Time | Duration |
|---|----------------------------|------------|--------------|--------------|
| 1 | Unburdened Warrior | n/a | n/a | Constant |
| Description: 25% bonus to encumbrance. Passive ability. | | | | |
| 2 | Unending Breath | 1 second | 0 | 1800 seconds |
| Description: Bless your group with the ability to breath underwater. 100% of land speed. | | | | |
| 3 | Reveal Crystalseed | 0 | 15 seconds | 0 |
| Description: Reveals all enemy runes around your ground target. | | | | |
| 4 | Unmake Crystalseed | 8 seconds | 0 | 0 |
| Description: Destroys the targeted rune, and any runes within a 1000 range. | | | | |
| 5 | Ancient Transmuter | 8 seconds | 1800 seconds | 120 seconds |
| Description: Summon a vendor to sell to and buy basic supplies. | | | | |
| 6 | Gateway | 20 seconds | 0 | 0 |
| Description: Teleport to your world bindpoint. This spell will fail if you are in combat. | | | | |
| 7 | Resistance of the Ancients | 0 | 300 seconds | 60 seconds |
| Description: Blesses the group with resistance to essence magic. | | | | |
| 8 | Forceful Zephyr | 0 | 120 seconds | 10 seconds |
| Description: Ground targeted summon that picks up an enemy player and carries them to the ground target. | | | | |
| 9 | Phase Shift | 0 | 900 seconds | 10 seconds |
| Description: Self buff that provides high-invulnerability to spells and melee for a short duration. | | | | |
| 10 | Mass Getaway | 40 seconds | 0 | 0 |
| Description: Teleport your group to your world bindpoint. If any group member is combat (or carrying relics), this spell will fail. 1000 range. | | | | |



STORMLORD

| # | Ability | Cast Time | Recast Time | Duration |
|--|---------------------|-----------|-------------|-------------|
| 1 | Dazzling Array | 2 seconds | 300 seconds | 600 seconds |
| Description: Beneficial storm that makes it harder for enemies to hit allies within it. 350 radius. | | | | |
| 2 | Vacuum Vortex | 1 second | 0 | 0 |
| Description: Ground targeted effect that pushes any storms near the ground target directly away from that point. 350 radius. | | | | |
| 3 | Enervating Gas | 0 | 300 seconds | 600 seconds |
| Description: Storm that drains fatigue from enemies who stand inside it. 350 radius. | | | | |
| 4 | Inebriating Fumes | 2 seconds | 300 seconds | 600 seconds |
| Description: Storm that reduces coordination of enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius. | | | | |
| 5 | Mental Siphon | 2 seconds | 300 seconds | 600 seconds |
| Description: Storm that drains power from enemies who stand inside it. 350 radius. | | | | |
| 6 | Focusing Winds | 1 second | 0 | 0 |
| Description: Cast on a friendly storm, focusing on it to hold it in place. | | | | |
| 7 | Choking Vapors | 2 seconds | 300 seconds | 600 seconds |
| Description: Storm that physically weakens enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius. | | | | |
| 8 | Sense Dulling Cloud | 2 seconds | 300 seconds | 600 seconds |
| Description: Storm that mentally weakens enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius. | | | | |
| 9 | Energy Tempest | 2 seconds | 300 seconds | 600 seconds |
| Description: Storm that wracks the enemy with essence damage. 350 radius. | | | | |
| 10 | Arcing Power | 8 seconds | 300 seconds | 60 seconds |
| Description: Self buff that grants the next non-area effect direct damage spell cast a radius, or increases the radius of an area effect damage spell. | | | | |

Master Levels

SPYMASTER

| # | Ability | Cast Time | Recast Time | Duration |
|---|-----------------------|-----------|--------------|--------------|
| 1 | Pickpocket | n/a | n/a | Constant |
| Description: Bonus to PvE Coin. Passive ability, even works in groups with bonus split evenly. | | | | |
| 2 | Decoy | 0 | 120 seconds | 600 seconds |
| Description: Summon random epic-dressed realmmate with 1 hit point and no offense to distract opponents. 2000 range. | | | | |
| 3 | Enduring Poison | n/a | n/a | Constant |
| Description: 50% chance poison won't be removed from weapon on a resist. | | | | |
| 4 | Sabotage | 0 | 0 | 0 |
| Damage siege engines, doors, or geomancer fields. 300 range. | | | | |
| 5 | Tanglesnare | 3 seconds | 300 seconds | 1200 seconds |
| Description: Rune that snares enemies when it detonates. 350 radius. | | | | |
| 6 | Poisonspike | 0 | 300 seconds | 600 seconds |
| Description: Rune that poisons enemies when it detonates. 350 radius. | | | | |
| 7 | Lookout | n/a | n/a | n/a |
| Description: Stealther picks someone to protect, and can move in a tight radius around them. Uncovers stealthed enemy within 350 units. | | | | |
| 8 | Siege Wrecker | 0 | 0 | 0 |
| Description: Rune that does 30000 damage to siege engines when it detonates. 350 radius. | | | | |
| 9 | Essence Flare | 0 | 1800 seconds | 0 |
| Description: PBAE Mez poison. | | | | |
| 10 | Blanket of Camouflage | 0 | 900 seconds | 300 seconds |
| Description: Conceal your group in stealth. Moving will break the effect for non-stealthers. | | | | |



Master Level Experience Mob Charts

Old World Mobs

| Hibernia | Midgard | Albion |
|----------------------|---------------------|----------------------------|
| Azhure Coseal | Alfrigg | Kaq |
| Azhure Dsaldor | Arild | Keh |
| Azhure Thror | Rana | Kez |
| Badb | Leidolf | Drenched Danaoin Commander |
| Beomarbhan | Rognar | Hamorik |
| Glimmer Zeit | Arr | Penn |
| Hunter Reesa | Orin Coldtoes | Durval |
| Breanwort | Geirolf | Agidad |
| Cichol Grinchnos | Weaponmaster Zargin | Smithy Olivan |
| Coventina | Coventina | Coventina |
| Glimmer Zanllvi | Eildird | Borimo |
| Aine | — | Brannoc |
| Glimmer Arios | Arnulv | Legil |
| Kontar the Corrupt | Ulf | Braen |
| Glimmer Xaquira | Ljornrn | Tegbuk |
| Glimmer Kryl | Steinolf | Kul |
| Glimmer Kelegur | Hrolleif | Trahern |
| Glimmer Xaduk | Kariig | Tolukin |
| Glimmer Meldun | Esulv | Clywd |
| Glimmer Mianed | Ingardild | Nodin |
| Glimmer Orin | Kleng | Kor |
| Glimmer Orist | Eiorharn | Galand |
| Glimmer Saumer | Bjornvarg | Pladimon |
| Glimmer Viele | Gunnolf | Grimbuld |
| Glimmer Spass | Burr | Clud |
| Glimmer Stikil | Desukva | Amphiptere |
| Glimmer Venlar | Wyulv | Self Proclaimed King Dugar |
| Anurigunda | Overste Callejo | Weno'iak the Enlightened |
| Blight | Goretooth | Legendary Afanc |
| Cuinn | Chief Tarek | Valnir Mordreth |
| Dremcis Fuilotair | Vasrem | Vortanos |
| Elro the Ancient | Stanga | Dura'ek the Empowered |
| Gneiss | Shredclaw | Lord Caddug |
| Kierac the Destroyer | Droom | Sys'sro the Ruthless |
| Nogoribando | Alchemist Phorzberg | Ulor se Bysen |

Master Levels

| Hibernia | Midgard | Albion |
|-----------------------------|--------------------------|--------------------------|
| Orey-eyed Oghamist | Dalgo | Brac |
| Princess Nahemah | Princess Nahemah | Princess Nahemah |
| Queen Clodna | Raumarik Revenant | Cailleach Uragaig |
| Sargan the Conqueror | Mahattava | Vera'erius the Brave |
| Seaghdha | Ancient Syver | Dra'argus the Mighty |
| Cronwort | Council Vagn | Ris'nir Cruss |
| Faerie Queen | Council Ozur | Krevo Ricik |
| Fuilwort | Council Otrygg | Lurfos the Herald |
| Grand Chancellor Adremal | Grand Chancellor Adremal | Grand Chancellor Adremal |
| High Lord Baelerdoth | High Lord Baelerdoth | High Lord Baelerdoth |
| High Lord Baln | High Lord Baln | High Lord Baln |
| High Lord Oro | High Lord Oro | High Lord Oro |
| High Lord Saeor | High Lord Saeor | High Lord Saeor |
| Maldahar the Glimmer Prince | Yar | Moran the Mighty |
| Juggernaut | Council Nokkvi | Drihten Elreden |
| Tachtwort | Council Hord | Jehrog se Bysen |
| Evern | Evern | Evern |
| Glacier Giant | Glacier Giant | Glacier Giant |
| Green Knight | Green Knight | Green Knight |
| Wyvernic Wraith | Hurjavelen | Skeletal Sacristan |
| Norsob the Annihilator | Rotodjur | Spectral Provisioner |
| Prince Abdin | Prince Abdin | Prince Abdin |
| Prince Asmoien | Prince Asmoien | Prince Asmoien |
| Prince Ba'alorien | Prince Ba'alorien | Prince Ba'alorien |
| Beliathan | Beliathan | Beliathan |
| Easmarch | Icelord Skuf | Fuladl |
| Marfoirwort | Icelord Kvasir | Warlord Dorinakka |
| Krackenschtein | Icelord Agmundr | Lich Lord Ilron |
| Summoner Cunovinda | Summoner Cunovinda | Summoner Cunovinda |
| Summoner Lossren | Summoner Lossren | Summoner Lossren |
| Summoner Roesia | Summoner Roesia | Summoner Roesia |
| Master of Pain | Icelord Steinvor | Beran the Supply Master |
| Conservator | The Rift | Colialt |
| Giant Sporite Cluster | Elder Council Birghir | Silencer |
| Grand Summoner Govanon | Grand Summoner Govanon | Grand Summoner Govanon |
| Hurionthex | Elder Council Guthlac | Morgus Urgalorg |
| Legion | Legion | Legion |
| Fiacha Qua | Icelord Hakr | Bane of Hope |
| Bairee Qua | Elder Icelord Hjalmar | Crypt Lord |
| Lord Sanguis | Elder Icelord Suttung | Xaga |
| Aroon the Urlamhai | Issorden | Deben se Geynde |
| Uaimh Lairmaster | Skoll | Soul Reckoner |



| Hibernia | Midgard | Albion |
|--------------------------|----------------|--------------|
| Organic-Energy Mechanism | Delegalt | Orshom Brond |
| Spindler Broodmother | Hati | The Host |
| Olcasar Geomancer | Scurceol Hyrde | — |
| Cuuldurach | Gjalpinulva | Golestandt |
| Corrupt Primal of Earth | Hurika | Fames |
| Corrupt Primal of Air | King Tuscar | Funus |
| Corrupt Primal of Fire | Queen Kula | Morbus |
| Corrupt Primal of Water | Fornfrusenen | Bellum |
| Myrddraxis | Nosdoden | Xanxicar |
| Balor | Torst | Orylle |

Atlantis Mobs

| | | |
|-----------------------|----------------------|----------------------------|
| Traldor | Naxos Tidal Lord | Andranchos Xuthos |
| Sobekhotep | Melos Wave Master | Battler |
| Hermes | Skyros Dreadnaught | Greater Criosphinx |
| Dark Devilfish | Harpy of the Dance | Greater Criosphinx |
| Skyros high priest | Kythera | Greater Criosphinx |
| Skyros high priestess | Raging Tornado | Ylyssan |
| Naxos high priest | Minkhat | Samut |
| Naxos high priestess | Zahur | Azar |
| Melos high priest | Gourogo the Champion | Eramai |
| Melos high priestess | Terkari | Chief Creon |
| Hallea | Hounthro | Behrooz the Jinni |
| Kosma | Jomnaer | First Guardians Projection |
| Zoea | Landrine | Second Guardian Projection |
| Boekide | Sebak | Keres |
| Gohron | Chisisi | Cyrek |
| Danthena | Itet | Balasi |
| Rougart | Mesedsbastet | Karise |
| Sililia | Keeper of the Stone | Danos |
| Olmagion | High Priest Akil | Kertom |
| Guardian of Atlantis | Malamis | Kleps |



Chapter 6

Artifacts

IMPORTANT INFORMATION

Please be advised that Mythic may continue to make changes to the artifacts, the encounters, and any other aspect of what is covered in this chapter. The material is all up to date at the time of this writing.

One of the great mysteries of Atlantis has to do with the many artifacts left behind by the ancient race. These artifacts are potentially very powerful, although they are often hard to come by and their magic will be dormant when you first obtain them.

Realm researchers have been studying the artifacts, however, and they have determined that, with the information contained in certain lost scrolls, these artifacts can be returned to their former glory.

Activating an Artifact

When you first obtain an artifact, its magic is dormant. To activate it you must:

- Obtain the artifact.
- Obtain all three associated scrolls.
- Right-click one of the scrolls and type */use*, which will combine the scrolls into one document.
- Give the artifact to the researcher.
- Give the combined scrolls to the researcher.

That's it! You will then have a "charged" artifact, ready to wear!

TRADING ARTIFACTS

In order to activate an artifact, you must have completed the encounter in which it is obtained. You cannot simply trade with another player and activate an artifact. However, if you have completed the associated encounter, you can trade and activate an artifact.

In This Chapter

This chapter contains four main sections:

- The first section lists the researchers involved in studying the artifacts and which artifacts they are specifically interested in.
- The second section contains the information you will need to find and obtain the artifacts themselves, divided by the four zones in which they are found. This section also includes the specific stats of each artifact—its first and second spell abilities, requirements, and so forth.
- The third section lists all the scrolls needed to activate each artifact, and the monsters that will drop those scrolls. This section also serves as a quick reference list to the artifacts themselves.
- The fourth section lists which creatures drop the scrolls you'll need to activate each artifact and the other lists the kinds of creatures you can hunt to increase an activated artifact's statistics. Yes, artifacts, unlike ordinary objects, can actually increase in effectiveness if you wear them and hunt certain mobs.

Although this chapter offers you a significant amount of information, we recommend locating the artifacts on your own whenever possible. To do so, begin by talking with the researchers and explore... a lot!



Artifact Scholars

Oceanus Researchers

Artifacts Studied

Eirene's Chestpiece, Alvarus' Leggings, the Harpy Feather Cloak, Kalare's Necklace, the Crown of Zahur, the Crocodile's Tears Ring, Night's Shroud Bracelet, Scepter of the Meritorious, Mariasha's Sharkskin Gloves and the Arms of the Winds.

Albion

Scholar Shamira (Hall of Heroes) and Scholar Khialial (Haven of Oceanus)

Midgard

Loremistress Margit (Hall of Heroes) and Loremistress Vendela (Haven of Oceanus)

Hibernia

Sage Linyive (Hall of Heroes) and Sage Narvla (Haven of Oceanus)

Artifacts Studied

Egg of Youth, Staff of the God, the Eternal Plant, Spear of Kings, Phoebus' Harp, Aten's Shield, the Winged Helm, the Goddess' Necklace, the Tablet of Atlantis, and the Ceremonial Bracers

Albion

Scholar Ailigean (Hall of Heroes) and Scholar Leron (Haven of Oceanus)

Midgard

Loremaster Jorian (Hall of Heroes) and Loremistress Agneta (Haven of Oceanus)

Hibernia

Sage Kaenva (Hall of Heroes) and Sage Kalin (Haven of Oceanus)

Artifacts Studied

Ring of Dances, Belt of Oglidarsh, the Belt of the Sun, the Belt of the Moon, the Bracelet of Zo'arkat, the Traitor's Dagger, Traldor's Oracle, the Fool's Bow, and the Eerie Darkness Lightstone

Albion

Scholar Margoria (Hall of Heroes) and Scholar Colene (Haven of Oceanus)

Midgard

Loremistress Tyraa (Hall of Heroes) and Loremaster Torolf (Haven of Oceanus)

Hibernia

Sage Darragh (Hall of Heroes) and Sage Kelleigh (Haven of Oceanus)

Stygia Researchers

Artifacts Studied

Scorpion's Tail Ring, Golden Spear, Nailah's Robes, Band of Stars, Crocodile's Tooth Dagger, Snake Charmer's Weapon, Dream Sphere, Healing Embrace Cloak, Stone of Atlantis, Scarab Wing Vest

Albion

Scholar Daelin (Hall of Heroes) and Scholar Samaya (Haven of Stygia)

Midgard

Loremaster Trygve (Hall of Heroes) and Loremaster Joakim (Haven of Stygia)

Hibernia

Sage Miodac (Hall of Heroes) and Sage Deavin (Haven of Stygia)





Artifact Encounters: Researchers

Volcanus Researchers

Artifacts Studied

Ring of Fire, Tartaros' Staff, Malice's Axe, A Flask, Battler, Bruiser, Shades of Mist, Maddening Scalars, Erinys' Charm, Snatcher

Albion

Scholar Brivela (Hall of Heroes) and Scholar Torradan (Haven of Volcanus)

Midgard

Loremistress Hetha (Hall of Heroes) and Loremistress Marga (Haven of Volcanus)

Hibernia

Sage Girom (Hall of Heroes) and Sage Aideena (Haven of Volcanus)

Aerus Researchers

Artifacts Studied

Cloudsong, the Foppish Sleeves, the Shield of Khaos, Enyalio's Boots, Wings Dive, Flamedancer's Boots, Jacina's Sash, the Braggart's Bow, A Gift of Love, Cyclops Eye

Albion

Scholar Girec (Hall of Heroes) and Scholar Nisreena (Haven of Aerus)

Midgard

Loremaster Sverrir (Hall of Heroes) and Loremaster Pahr (Haven of Aerus)

Hibernia

Sage Mareva (Hall of Heroes) and Sage Tiernan (Haven of Aerus)



Oceanus Artifact Encounters

Egg of Youth

| Creatures | Location | Goal |
|-------------------|------------------------------|--------------|
| Sililia & harpies | Oceanus Notos: 38.4k, 34k | Kill Sililia |

Backstory

Macalia was a magical creature that once existed in Atlantis, rare even in that epoch of wonders. And, although Macalia perished during the catastrophe that destroyed Atlantis, her magical egg still survives, hoarded by Sililia, who had stolen it long before. Sililia kept the egg as a reminder of her victory over Macalia, and, soon realizing its power, she began to guard it obsessively. When the floods came, Sililia fled to the planes to escape the destruction. Once safe, she secluded herself from others of her kind, though occasionally she hunts with them.

Encounter

When Sililia spawns, the guardian harpies in her nest area will scatter and take up residence at other parts of the island. Sililia will circle the island once and then land near her nest. Sililia is vulnerable to normal attacks, but she will never go below 10 hit points no matter how much damage is inflicted on her. The only object that can kill her is the Egg of Youth, which is in her nest and out of reach. To get the egg, you must destroy a number of huge braziers that are in the area of her nest. When all braziers are destroyed, the nest will fall to the ground and an egg will appear. Grab the egg and use it to deliver the final blow to Sililia.

The Egg of Youth

Class Restrictions: Usable by all. Intended for Healing Classes.

Level Restrictions: 45

Ability 1 – Celestial Cure

Cures constitution loss and resurrection illness. Self only.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Celestial Resurrection

Resurrects all same realm players within a small radius. Healer classes only.

Object Timer: 15 minutes

Restriction: Item Level 10 & Healing Classes only.

Bonuses:

Acuity - 12

Hit Points- 32

Crush resist - 5

Slash resist - 5

Thrust resist - 5

Heal Bonus- 8

Hit Cap- 40



Artifact Encounters: Oceanus

Traldor's Oracle

| Creatures | Location | Goal |
|--|----------------------------------|--------------|
| Traldor, Traldoran mercenary, Gaderian Leader, gaderian citizen | Oceanus Boreal: 75 13k, 58.7k | Kill Traldor |

Backstory

Traldor has sealed himself up in a broken underwater temple with his staff. He keeps a troop of loyal guards at his side all the time. The temple he resides in has only one entrance, which is barred from the inside and there is no way to unlock it. Traldor employs a massive band of mercenaries, who camp outside the temple and stand guard against the local Gaderians. Traldor pays these mercenaries out of a massive stash of gold that once belonged to the Gaderians. Lately, Traldor's mercenaries have been raiding one particular camp of Gaderians in order to ensure a steady flow of gold. The Gaderians fear Traldor and his forces, but they want their gold back. Unable to gain support or sufficient forces to attack Traldor's fortress directly, they are looking for someone to help.

Encounter

This encounter revolves around how much coin has been stolen from the Gaderians and how loyal the mercenaries are to Traldor. You basically have two choices. You can attack Traldor directly by beating down his doors. But then all the mercenaries will attack and the battle will be quite gruesome. Or, you can wait until the mercenaries have stolen enough gold from the Gaderians to cause the Gaderian Leader to appear. At this point, if you talk to the Gaderian Leader, he will lead you to a location near the treasure horde. You can tell the Gaderian Leader to go ahead and attack or wait three minutes, at which time he will do so, anyway. If the Gaderians fail in their attempt, you can try again in five minutes. However, if the Gaderians succeed, all the mercenaries will turn against

Traldor and begin attacking the temple doors. Traldor will slaughter all the mercenaries, but by then the doors will be open and you can move in and take out Traldor. When he dies, you will gain Traldor's Oracle.

Traldor's Oracle

Class Restrictions: Usable by Casters and Friars.

Level Restrictions: 45

Ability 1 – Arcane Siphon

The spell ability will give the caster a chance of casting a spell and have the power cost reduced to nothing.

Object Timer: Perpetually on once activated

Restriction: Item Level 6

Ability 2 – Arch Magery Intermediate

This spell ability grants the spell casters in their group additional damage and an increased chance to land spells in a 1500 unit radius.

Object Timer: 15 minute

Spell Restriction: Item Level 10

Bonuses:

All Focus - 50
Intelligence - 15
Casting Haste- 5
Dexterity - 15
Heat resist - 6
Cold resist - 6
Spell Piercing- 5

Friar Version:

Piety - 18
Melee Haste- 4
Dexterity - 15
Heat resist - 6
Cold resist - 6
Style Damage- 4



Staff of the God

| Creatures | Location | Goal |
|------------------|--|--|
| Sharks & statues | Mesothalassa: 15.k, 58.5k Hesperos: 42k, 49k | Obtain the staff, then clean it with the juice of a lemon. |

Backstory

The staff was rumored to have belonged to a sea god who had plans on completing the Atlantean Trials. One of the kings of Atlantis tricked the god into completing the Trials without the use of his staff. The king then had one of his warriors use the same staff and murder the unsuspecting sea god with it. The blood of the sea god swirled about the warrior, which attracted nearby sharks. They ravaged the warrior before he could get to land and the staff sank deep into the ocean's depths. The staff sank to one of the deepest trenches in the ocean, and it is rumored (among the tritons) that it still swirls with the blood of the dead sea god. Sharks are found swimming all around the area. They are generally not harmful except when they detect blood in the water. At that point, they will swim from all around to get the wounded prey.

Encounter

The bloodied staff is found deep underwater in a bed of coral. To get it, you must swim down to the coral and pull the staff free. However, once you get the staff, you will begin to bleed, which attracts all the sharks in the area. If you drop the staff (or log out, die, or go link dead) the staff will drop from sight and respawn in its original location immediately. If you do drop the staff, you will continue to bleed for a short time, then the effect will wear off and the sharks will stop attacking. You cannot give the staff to another player, however, once you pick it up.

To clean the staff and stop the bleeding, to wash the blood from it with the juice of a lemon. You must find the Tree of Golden Fruit on an island in Oceanus Hesperos

(loc 42k, 49k). The Tree of Golden Fruit stands alone on the island, surrounded only by a circle of statues. When you approach the tree, however, the statues will begin firing arrows at you. Whoever has the staff must get to the tree and right-click it to obtain the lemon. Using the lemon will clean the staff, which takes about 20 seconds. Once the staff is clean, the bleeding stops, and the lemon disappears from your inventory.

Note that you cannot obtain a lemon unless you are holding the bloody staff, and you can't trade the lemon or drop it for someone else to pick up. To complete this quest, it helps to have a group to take care of sharks and statues, and healers to keep you alive while you have the bleeding effect and all sorts of aggro.



Artifact Encounters: Oceanus

Staff of the God

Class Restrictions: Usable by all Casters & all Healers.

Level Restrictions: 45

Ability 1 – Wrath of the Sea God

Calls a tempest to the area, the tempest causes every enemy player in the area to be disoriented and slowed by the unnatural storm. A percentage of all enemy attacks “miss;” this includes melee attacks, arrow attacks, and spells. Additionally, these enemies are affected by a snare effect that does not break with damage.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Stealth Lore

Characters with stealth become harder to see, while characters without stealth gain a small chance to see a stealthed opponent when they are nearby.

Restriction: Item Level 10

Bonuses:

All Focus - 50

Armor Factor- 10

Acuity Cap - 5

Dexterity Cap- 5

Energy resist - 5

Spirit resist - 5

Spell Range- 5 (Casters only)

Healing Effectiveness- 5 (Healing classes only)

Eternal Plant

| Creatures | Location | Goal |
|--|-----------------------------|-----------------|
| Sobekhotep, sobekite seeker, sobekite harvester, kelp ketos, pickhandle barracuda, soft-skin ray, winged argo, follower of Sobekhotep, fanatic of Sobekhotep | Oceanus Notos: 14.4k, 10.7k | Kill Sobekhotep |

Backstory

The Sobekites have been known to harvest a rare type of kelp they call the “Eternal Plant.” This plant has been known to have unusual properties. One particular Sobekite has grand ambitions and wishes to harvest the plant’s properties for himself. Convincing others of his race that following him will bring them glory, Sobekhotep has gathered a number of followers and servants. To meet his goals, Sobekhotep sends out seekers, specific minions whose only task is to search for this special plant and call in harvesters when they find it.

Encounter

When you dive down into the kelp forest under the water, you should immediately look to see what is in the area. If you see pickhandle barracuda, soft-skin rays, and winged argos, plus some sobekite seekers, you have arrived early in the cycle of the encounter. You will have to wait until the sobekite seekers find the Eternal Plant, at which point the sobekite harvesters will appear and begin to harvest the plant (by attacking it).

Soon after the harvesters begin their work, sentries will appear and the sea creatures will scatter. Then, five



Eternal Plant (cont.)

minutes later, Sobekhotep will appear and soon after, the harvesters will “kill” the plant and give it to Sobekhotep. Once he eats the plant, his stats will rise. At this point you can attack Sobekhotep, but be aware that he will draw followers to him, and if you can’t kill him quickly, you may have to contend with as many as 45 followers and 30 fanatics, spawning in waves.

Once Sobekhotep is dead, those followers not in combat will begin to deteriorate and ultimately the cycle will begin again.

If you arrive on the scene and Sobekhotep and his followers are already there, you can guess the encounter has been concluded. Five minutes after the sentries are created, Sobekhotep will spawn in the vicinity of the plant. Fifteen seconds after Sobekhotep spawns, the plant is “killed.”

Once the plant is harvested completely (killed), the harvesters will swim over to Sobekhotep and give him their harvest. Sobekhotep will eat what the harvesters give him and grow strong (scale, stats, etc). As soon as the harvesters have completed that last task, they will vacate the site. The harvest site sentries will then become Sobekhotep’s bodyguards and group up with him as he begins to wander the kelp forest area.

As Sobekhotep wanders, followers of Sobekhotep will appear. After a few waves of followers spawn, fanatics of Sobekhotep will spawn. In the end, there will be 45 followers and 30 fanatics that can be in the kelp forest area, along with the bodyguards and Sobekhotep himself. The encounter will stay in that state until Sobekhotep is killed. Once he is killed, his followers will start to degenerate if they are not in combat and the sea creatures that scattered will return to the kelp forest. The seeker’s (and Eternal Plant’s) generators will turn back on after Sobekhotep has been killed.

Interrupting the encounter in various periods of progression should halt its activity. However, the players will have no chance of obtaining the Artifact from this encounter until after the harvesters have given the harvested product to Sobekhotep.

Eternal Plant

Class Restrictions: Usable by all Casters & all Healers.

Level Restrictions: 45

Ability 1 – Shatter Illusions

This spell ability will violently shift a player in an illusory form back into their original form. As a result the player will take damage.

Object Timer: 15 minutes

Restriction: Item Level 6

Further Details:

1500 unit range

200 (body) damage

Ability 2 – Legendary Youth

This spell will heal health, endurance, and power.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Acuity - 15

Constitution - 15

Heat resist - 5

Cold resist - 5

Energy resist - 5

Buff Bonus- 5



Artifact Encounters: Oceanus

Spear of Kings

| Creatures | Location | Goal |
|-------------------|--------------------------------|-----------------|
| Olmagion, harpies | Oceanus Notos: 53.3k, 36.8k | Defeat Olmagion |

Backstory

It was common in the days of the ten Atlantean kings that each would become master of a specific weapon. Alkara was known for his mastery of a golden spear, and he was said to have been so skilled that he could spear an apple on a tree a half a mile away. When he died, the spear was placed in a temple in the planes for all champions to admire. It is said that Alkara's golden spear was a weapon that conferred great protection on the one who could master it.

Encounter

The goal of this encounter is to get the spear. But the spear's guardian, Olmagion, will not relinquish it easily. Olmagion is a huge statue and he is holding the Spear of Kings. When attacked he will rush to seal the room and everyone in it, at which point the battle will begin. However, when Olmagion's health falls to 20%, a host of harpies will stream into the temple and attack anyone inside. And even once Olmagion is defeated, the harpies will fight on, and any one of them may steal the spear, at which point it will be ghosted so you can target it to retrieve the artifact. You don't have to defeat the harpies, but you must break down the door to escape.

Although Olmagion has no special attacks of his own, he does have some nameless companions who help him. One heals, one does AE damage and the third casts a damage shield on Olmagion.

The Spear of Kings

Class Restrictions: Usable by all Tanks and Hybrids.

Level Restrictions: 45

Ability 1 – Veracity

Reduces all style damage against the character.

Restriction: Item Level 4

Ability 2 – Aura of Kings

Realm mates within 1500 units gain hit points and extra armor factor.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Crush resist - 4

Slash resist - 4

Thrust resist - 4

Matter resist - 4

Body resist - 4

Spirit resist - 4

Fatigue Bonus- 5

Hit Cap- 40

Melee Haste- 5



Phoebus' Harp

| Creatures | Location | Goal |
|-----------------------------------|--|----------------------------------|
| Hallea, Kosma or Zoea; barracudas | Mesothalassa: 32.6k, 6.7k; 29.9k, 4.8k; 32.6k, 6.6k | Kill the Nereid who has the harp |

Backstory

Nereids from each of the rival factions often gather peacefully in the Kithera Sanctuary, named for the ancient word for harp, sharing the opportunity to play and hear the magical Phoebus' Harp, which produces music so soothing that it can quell their natural bloodlust.

Encounter

Kill the nereid with the harp. It will be either Hallea, Kosma or Zoea:

Hallea – Skyros Order

Hallea uses a unique mesmerize spell that works like a PBAOE shout and has no immunity timer when she has a near target. When she casts her mez spell she will simultaneously order all of the possible 24 Skyros Order nereids in the area to attack her current near target. She also has a 5% chance to order them to attack her far target. Hallea prefers to fight at a range of 512 units. Once she has mezzed all of her near targets she will begin to nuke her far targets.

Kosma – Naxos Society

Kosma has a 6% chance per second when she has a near target to use a pbaoe shout that does between 300-600 damage, depending on resists. She also has a 10% chance per second to nuke her far targets with an extremely high damage focused sonic attack that will do more than 1,000 damage, and a 2% chance per second to order her all of the possible 24 Naxos Society's nereids in the area to attacker her current target or a 4% chance per second to order them to attack her far target.

Phoebus Harp Necklace

Class Restrictions: Usable by all. Intended for Song Classes.

Level Restrictions: 45

Ability 1 – Dazzler

Debuffs the opponent and gives them a chance to miscast magic and/or fumble melee attacks.

Object Timer: 15 minutes

Restriction: Item Level 3

Ability 2 – Ethereal Harp

Summons an otherworldly magical harp that functions as all instruments.

Object Timer: 15 minutes

Restriction: Item Level 10, Instrument Users Only

Bonuses:

Crush resist - 4

Slash resist - 4

Thrust resist - 4

Acuity - 15

Power Percentage- 6

Spell Duration- 6

Spell Range - 4

Zoea – Melos Alliance

Zoea has a 5% per second to spawn 20 barracuda within a 3000 unit radius and will sometimes order them to attack her current or far targets. Likewise, she may order all 24 Melos Alliance nereids in the area to attack her current target (4%) or her far target (2%).



Artifact Encounters: Oceanus

Aten's Shield

| Creatures | Location | Goal |
|-----------|-----------------------------------|----------------------|
| Various | Oceanus Hesperos: 16.3k, 54.4k | Find the right chest |

Backstory

Find the island in Hesperos that is littered with treasure chests. These chests are booby-trapped and will either spawn three or four monsters, some level 42-45 loot, or Aten's Shield.

Encounter

When you right-click a chest, you either fight monsters, find loot or obtain Aten's Shield based on random chance. Right-click to find out what's in each chest. Chests will respawn slowly, at a rate of about 1-2 hours per chest.



Aten's Shield

Class Restrictions: Usable by all except Casters, Hunters, Friars & Valewalkers.

Level Restrictions: 35

Ability 1 – Spear of the Golden

Summon a golden spear usable by all classes that can equip a shield.

Object Timer: 15 minutes

Restriction: Item Level 3

Further Details:

Golden Trident of Flame: (object 29433) 100% quality, 35 bonus, 15.0dps, 3.6 spd, All melee, 40 Hit Points, 20 AF, 12% proc Fire DD 5 (77 dg). No Trade.

Ability 2 – Golden Flames

This casts an ablative shield and a damage shield on the player.

Object Timer: 15 minutes

Restriction: Item Level 10, power level 40

Bonuses:

Armor Factor- 10

Dexterity Cap- 5

Constitution Cap - 5

Heat resist - 3

Cold resist - 3

Energy resist - 3

Melee Damage- 3



Winged Helm

| Creatures | Location | Goal |
|--|------------------------------|-------------|
| Hermes, marble figurine, marble statuette, marble automaton, marble fighter, harpy | Oceanus Notos: 50.9k, 13k | Kill Hermes |

Backstory

One hero of the ancient the trials had a magical helmet, and he was so excited after his victory that he placed the helmet on the head of a statue and left. The helm was magical, indeed, and it conferred upon the statue the boon of sentience and immortality. The statue had no name for itself, so it took the name it read on the helmet—Hermes. Over time, Hermes grew lonely and began to craft small figurines, and with the help of a visiting sphinx, he learned to animate them as statues. Alas, the statues were not sentient; neither were they intelligent or immortal. Despite that, Hermes continued to create them, feeling less alone when he did.

Encounter

If Hermes is not spawned when you reach the island, it will be populated by harpies, but when he spawns, they will fly away. Hermes will wander around on his island and scatter figurines, which, over time, become statuettes, which, in turn, can become marble automatons. The automatons will wander around for five minutes, then die.

Hermes cannot be killed while he is wearing his helm, so you must be clever to get it from him and defeat him. When you attack him, he will spawn more statues to protect him and any in the area will also attack.

SPOILER

To defeat Hermes, you must lead him to the harpies who are in a nearby ruin. There is a chance that the harpies will knock the helm from Hermes' head, at which point he becomes vulnerable. You (or the harpies) must kill him to

obtain the helm. If he does not die in the encounter, he will retrieve the helm and carry on as before.

Note that killing Hermes or his creatures will lower your faction with Hermes, himself.

Winged Helm

Class Restrictions: Usable by all Tanks, Hybrids (minus Berserkers, Savages, Blademasters, Valewalkers), Healer classes (minus Friars & Bards) & Minstrels.

Level Restrictions: 45

Ability 1 – Speed of the Messenger

Increases the player's movement rate.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 –Magnanimous Aura

Reduces style damage from attackers.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Hit Points- 40

Fatigue Bonus- 5

Armor Factor- 10

Dexterity - 15

Spirit resist - 5

Strength - 15

Matter resist - 5



Artifact Encounters: Oceanus

Goddess Necklace

| Creatures | Location | Goal |
|----------------------------------|---|--|
| Nereids, sharks, statue, octopus | Oceanus Hesperos: 56.1k, 33.9k (nereid starting area) and 51.5k, 55.9k (destination cave) | Keep the sister alive; Get the treasure |

Backstory

The ancestors of four Nereid sisters once lost a valuable treasure in a shark-infested cave. They can't retrieve it for fear of the sharks. They offer you a part of the treasure if you can retrieve it for them.

Encounter

Talk to one of the four sisters, Unah, Agnah, Inah or Nevsa. They will tell you about treasure. If you accept the quest, whichever sister you spoke with will ask you to lead her to the south southwest to a cave. You must keep her alive as she follows you. If she dies, you will have to wait for the encounter to reset.

Part of the trick of this encounter is that the nereids are very low level, and can be easily killed by just about anything, and they can attract aggro with great regularity. However, you can speak to her and tell her to wait or to follow. So, if you don't have a group to clear the way, have her wait and get rid of anything dangerous. However, if she waits too long, she will leave, so be quick.

Once you reach the right spot, she will cast some magic which will allow you to enter the cave and get the treasure.

Goddess Necklace

Class Restrictions: Usable by all Stealthers, Tanks & Hybrids.

Level Restrictions: 45

Ability 1 – Herbal Mending

A small heal spell.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Stealth Lore

Characters with stealth become harder to see, and characters without stealth gain a small chance to see a stealthed opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Matter resist - 3

Body resist - 3

Spirit resist - 3

Strength - 9

Dexterity - 9

Constitution - 6

Armor Factor- 10



Tablet of Atlantis

| Creatures | Location | Goal |
|-------------------------------------|-----------------------------------|-------------------|
| Triton acaeus, Guardian of Atlantis | Mesothalassa; Library of Atlantis | Kill the Guardian |

Backstory

The Tablet of Atlantis was actually a set of magical incantations that enabled the owner to gain short-term abilities in spells, even they didn't know any magic. A fairly common item during Atlantis' prime, the knowledge and skill to make these tablets has been lost. Currently, the tritons possess the tablet, though they don't know its full value.

Encounter

First of all, this is not a solo quest. You will need friends! And come prepared to fight with different types of attacks. This will make sense as you read on.

The Tablet of Atlantis is found in a chest in the Library of Atlantis. Ah, but there are five chests to choose from. Which is the right one? You must try each chest, and, if you guess incorrectly, you will be blasted by fire and have to fight a triton acaeus. The other chests will remain locked until you defeat the triton. Since the chests are completely random, there is a one in five chance, each time you open a chest, that it is the right one. When you find the correct chest, things don't get much better. You will have to fight the Guardian of Atlantis, and this mob can be tricky. Fifteen seconds into the battle, you'll receive an emote from the Guardian that he has become resistant to one kind of attack (randomly generated). If he is subsequently hit with the kind of attack mentioned in the emote, he will then split and you will find yourselves fighting two of him.

If the Guardian has already split when this happens, then the image (the second one) will heal the real Guardian. The Guardian can split up to nine times—once for each damage type.

Tablet of Atlantis

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Alligator Form

Polymorphs the player into an alligator. Alligator form also confers an attack proc that is triggered by melee or casting.

Object Timer: 15 minutes

Restriction: Item Level 5 (only in water)

Ability 2 – Sobekite Form

Polymorphs the player into a sobekite. This form also confers an attack proc that is triggered by melee or casting.

Object Timer: 15 minutes

Restriction: Item Level 10 (only on land)

Bonuses:

Acuity - 15

All caster skill - 3

Hit Points- 40

Armor Factor- 10

Spell Piercing- 5



Artifact Encounters: Oceanus

Ceremonial Bracers

| Creatures | Location | Goal |
|---------------------|--|------------------------------|
| Triton Dreadnaughts | Mesothalassa: 49.5k, 19k; 36.1k, 44.5k, 8.4k, 20k | Kill the Triton Dreadnaughts |

Backstory

The bracers were placed in the Hall of Heroes in the planes until a bi-yearly celebration of the planes creation was to be conducted. At that time, the kings would be presented the bracers. Before this event, however, Atlantis was destroyed and the bracers scattered throughout Oceanus.

Encounter

Located in the main triton camps of Oceanus, the triton dreadnaught encounter begins with a particle effect streaming skyward from the ocean floor. No monster will spawn randomly at this encounter location. Instead, when someone ventures too close to the effects, a triton dreadnaught (of that camp's faction) will spawn and fight. There is one dreadnaught per main camp. Defeat one of the Triton Dreadnaughts to obtain the Ceremonial Bracers:

Naxos Tidal Lord

The Naxos Tidal Lord uses all Champion spells/shouts and styles with large weapons.

Melos Wave Master

The Melos Wave Master uses paladin chants and heals and styles with uses a sword and shield.

Skyros Dreadnaught

The Skyros Dreadnaught uses thane spells and shouts, styles with a hammer or great hammer.

Ceremonial Bracers

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Mesmerize Feedback

Functions as a blade turn for mesmerize effects. There is also a small chance that the spell will instead be turned upon the caster.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2 – Stun Feedback

Functions as a blade turn for stuns. There is also a small chance that the spell will instead be turned upon the caster.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength, Con, Acuity, Quick, or Dex - 18

Hit Points- 40

Attribute Cap - Strength, Con, Acuity,
Quick, or Dex - 5

Hits Cap- 40

Thrust, Slash, or Crush resist - 6



Ring of Dances

| Creatures | Location | Goal |
|-----------------|-------------------------------|-------------------------------|
| Desmona Harpies | Oceanus Notos: 24.6k, 40.1 | Defeat the Harpy of the Dance |

Backstory

The Ring of Dances once belonged to an infamous Atlantean criminal, the only known thief to have ever burgled each of the ten kings palaces successfully. The scrolls are unclear as to whether the thief was a woman, a man, or more than one person acting together under the ring's influence. The ring makes increases the speed and quickness of the wearer and allows them to drink all sorts of poisonous concoctions without taking harm. The speculation among the researchers is that whoever had the Ring of Dances was attempting to burgle the Hall of Heroes on the night of Atlantis' destruction.

Encounter

This is a very simple encounter. Travel to Desmona's Island and /dig for the ring among the trees (see location above) and then fight the Harpy of the Dance to obtain it. You may find it helpful to get some Desmona Revelation Tokens to reveal the invisible harpies.

Ring of Dances

Class Restrictions: Usable by all. Intended for Casters and Stealthers.

Level Restrictions: 45

Ability 1 - Stealth Lore

Characters with stealth and stealth lore spell ability become harder to see, and characters without stealth gain a small chance to see a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Arcane Lore

Tells the player the main spec of the opponent and gives the target a reduced chance to hit with spell and reduced damage.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Stealth - 3

Strength - 12

Dexterity - 12

Crush resist - 5

Slash resist - 5

Armor Factor- 10

Power Percentage - 5

Casting stat - 12



Artifact Encounters: Oceanus

Belt of Oglidarsh

| Creatures | Location | Goal |
|-----------|----------------------------|--------------------------|
| Sharks | Oceanus Hesperos: 51k, 40k | Kill the Oglidarsh shark |

Backstory

Oglidarsh was a type of half-giant that lived in the mountainous regions of Atlantis. His kind are extinct today. The belt gave Oglidarsh strength and courage above his peers, and he used it to his advantage. The half-giants were often employed by the Atlantean kings as champions in games and as front-line soldiers in battle. Many enemies simply turned and ran at the sight of the ten-foot, muscular physiques of the half-giants. Oglidarsh's belt was thrown into the planes by the waves that flooded the mountains of Atlantis during its destruction and has yet to be found.

Encounter

This encounter begins when you locate a large school of 25-30 sharks in the encounter area. Most of the sharks will have a normal level of aggression, but the Oglidarsh shark will be many times more aggressive, even to other sharks. The shark you want is also stronger and larger than the others. The way the encounter works, any shark in the area can become the Oglidarsh shark, and if it has not spawned, the next shark to spawn has a chance of becoming the boss shark. Kill the Oglidarsh shark to complete the encounter and obtain the belt.

Belt of Oglidarsh

Class Restrictions: Usable by all. Intended for non-Casters.

Level Restrictions: 45

Ability 1 – Shared Might

Group ablative.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Might of Oglidarsh

A PBAOE strength tap.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength Cap- 5

Hit Cap- 40

Strength - 15

Hit Points- 40

Crush resist - 3

Slash resist - 3

Thrust resist - 3



Belt of the Sun and Belt of the Moon

| Creatures | Location | Goal |
|---------------------------------------|--------------------------------|-----------------------|
| Protector of Light, Protector of Dark | Oceanus Boreal: 15.2k, 31.2 | Defeat the protectors |

Backstory

The Belt of the Sun and the Belt of the Moon are a matched pair, intended to be worn by a priestess and a priest, but of what religion? Nobody seems to know. It seems that the belts were made in Atlantis and imbued with Atlantean magic, but Atlanteans weren't known for involvement with specific religions, believing they were soon to be gods themselves. What is known is that each belt has its most power during the opposite cycle—so that the Belt of the Sun is reveals its power at night and the Belt of the Moon waxes into power during the day.

Encounter

The belts each reside on pedestals, and each pedestal is protected by a massive barrier which will only fall when all the protectors of the belt have been destroyed. Each belt may spawn on one of three islands, and only one belt can be on an island at any given time.

The protectors themselves are entirely melee fighters, so you won't have to contend with spells or tricks. Just get in there and beat on them.

When you have destroyed the last of a belt's protectors, it will drop a key. With this key in your inventory, you can take the belt from the pedestal. However, if you do not retrieve the belt within 30 minutes, the key will disappear and the encounter will reset. In case of LD or other problem, the player with the key can approach the pedestal later and "use" the key to obtain the belt, as long as no belt of that type has respawned in the mean time.

Belt of the Sun

Class Restrictions: Usable by all Stealthers, all Tanks, Hybrids, and Wardens.

Level Restrictions: 40

Ability 1 – Light Barrier

Reduces all melee damage against the character for the duration, this spell improves slash, crush, and thrust resistance.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2 – Sun Sword

Summons a blade of energy that gains extra damage versus different realm opponents. Only works during daylight hours.

Object Timer: 15 minutes

Restriction: Item Level 10

Further Details:

Sun Sword: 100% quality, 35 bonus, 16.5 dps, 3.5 spd, +3 all melee, +5% melee in RvR, elemental (electricity) damage, 6% proc DD+Debuff (60 dg, 35% electricity debuff). No Trade.

Bonuses:

Hit Cap- 40
Fatigue Bonus- 5
Strength- 10
Dexterity- 10
Energy resist- 5
Spirit resist- 5
Crush resist- 5



Artifact Encounters: Oceanus

Belt of the Moon

Class Restrictions: Usable by all Casters & all Healers.

Level Restrictions: 40

Ability 1 – Dark Barrier

Reduces all melee damage against the character for the duration, this spell improves slash, crush and thrust resistance.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2 - Moon Sword

This spell will summon a staff of moonlight.

Object Timer: 15 minutes

Restriction: Night Time Only

Further Details:

Moon Sword: 100% quality, 35 bonus, 16.5 dps, 3.5 spd, +3 all magic, 50 All Focus, +5% melee in RvR, elemental (body) damage, 6% proc DD+Debuff (60 dg, 35% body debuff). No Trade.

Bonuses:

Hit Cap- 40

Power Percentage- 5

All Casting- 10

Dexterity- 10

Energy resist- 5

Spirit resist- 5

Crush resist- 5





Traitor's Dagger

| Creatures | Location | Goal |
|-------------------|-------------------|--------------|
| Sadri the Traitor | Various locations | Defeat Sadri |

Backstory

The dagger, now known as the Traitor's Dagger, was once used to defend the first palace on the one occasion in Atlantis' long history that an enemy was able to get into the inner ten rings of the city. It is said that the king used this dagger, fighting for three days and three nights, to keep the enemy at bay while the other kings reorganized their forces and destroyed the invaders from behind. This near-defeat of Atlantis occurred when the country was barely born. The later history of the dagger is not known, but somehow it came into the possession of the Sobekites in the planes. But it was stolen by a traitor named Sadri, and he has kept it ever since, using its power against anyone who attempts to take it. The Sobekites now believe the dagger is cursed and have named it Traitor's Dagger.

Encounter

Sadri swims across all of Oceanus, hiding within other encounter areas. When he is attacked, there is a chance each 15 seconds that he will attempt to flee. If he is successful, he will move to another random encounter and hide again.

Sadri has no special attacks. He relies more on hiding than on fighting.

The Traitor's Dagger

Class Restrictions: Usable by all Stealthers, Tanks, Hybrids (minus Valewalker), and Druid/Warden/Bard.

Level Restrictions: 40

Ability 1 – Enervating

This spell summons 1 uncontrolled short lived pet that will attack your target. The pet has a "leech" proc that will give hit points to the owner of the pet.

Restriction: Item Level 5

Ability 2 – Wilting

This spell will polymorph the player into a blood shade and give them a proc ability. The blood shade proc will drain hit points from the player then apply them to the opponent for damage.

Object Timer: 30 minutes

Restriction: Item Level 10

Bonuses:

Armor Factor- 10

Strength Cap - 5

Dexterity Cap- 5

Hit Cap- 40

Melee Haste- 5



Artifact Encounters: Oceanus

Harpy Feather Cloak

| Creatures | Location | Goal |
|---------------------------------|-------------------------------|------------------|
| Aerdarge Harpy and more harpies | Oceanus Notos: 12.8k, 42.2 | Kill the harpies |

Backstory

Bellona came from another world and passed the Trials, settling in Atlantis to enjoy its beauty and its glory. She often traveled to the planes to watch others attempt the Trials, and, as she did so, she became fascinated by the harpies and their aggressiveness and love of tormenting others. One night she persuaded an Atlantean to go steal feathers from two harpies, which she then used to create an enchanted cloak that would enhance its wearer's skill and strength with weapons. During the destruction of Atlantis, Bellona took the cloak and fled into the planes, but the harpies, angered at the theft of their feathers, attacked and killed Bellona, stealing the cloak. After ripping the cloak in half, two harpies fled to separate parts of their island, each carrying their half of the cloak.

Encounter

The goal of this encounter is to obtain the cloak. In order to do so, you will have to kill the aerdarge harpies, with a 15% chance that one of them will drop the cloak. But if there are any other harpies around when it drops, they will grab it and fly away to another of the nests. In order to complete this encounter, you must keep the harpies away from the person with the cloak and get away with it.

Harpy Feather Cloak

Class Restrictions: Usable by all. Intended for Tanks, Hybrids & Wardens.

Level Restrictions: 45

Ability 1 – Disarm

Gives the player an offensive proc with a chance to proc a spell that will gray the targets weapon and reset their attack timer.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Harpy's Wail

This is a large radius point blank sonic attack. This spell will disorient all enemies within 700 units and give them a chance to miss. All spells targeted on disoriented enemies will have increased spell penetration.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Crush resist - 6

Slash resist - 6

Thrust resist - 6

Parry - 4

Melee Haste- 5



Kalare's Necklace

| Creatures | Location | Goal |
|--|-------------------------------|---|
| Warrior of Stone, pristine statue, harpy | Oceanus Notos: 32.2k, 7.9k | Kill the Warrior of Stone; escape with the necklace |

Backstory

Once upon a time, a warrior was about to prove himself in the trials. Before he began, a princess of Atlantis presented him with a necklace that would protect from harm. However, the princess' father did not approve of the young warrior and he cursed the necklace. When the warrior donned the necklace, he was turned to stone, and so he remains, the Warrior of Stone, to this day.

Encounter

In the area called the Palaimon Shrine you'll find several statues—dormant monsters that will not attack... yet. If the Warrior of Stone has not yet spawned, the area will be infested with harpies, but once he does spawn, the harpies will fly away.

The Warrior of Stone wants to die, so he will not attack you. You can attack him freely, and once he dies, he will drop the "Stone Encased Necklace." Once someone picks up the necklace, the other statues will awaken and attack that player. The object of the encounter is to get the necklace out of the shrine area, but it weighs 60 pounds and may encumber you. At any rate, once you have gotten the necklace out of the shrine, the stone around it will crumble and it will become Kalare's Necklace. At the same time, the statues will go back to their previous dormant state.

Kalare's Necklace

Class Restrictions: Usable by all Casters & all Healer Classes (intended for Healer Classes).

Level Restrictions: 46+

Ability 1 – Intermediate Realm Lore

Allows the player to know the relative power and class of the target. As a result the target has a reduced chance to hit and does reduced damage.

Object Timer: 15 minutes

Restriction: Item Level 5

Further Details:

350 unit range

Ability 2 – Kalare's Mending

Heals Over Time for power, health and fatigue.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Heat resist - 5

Spirit resist - 5

Energy resist - 5

Power Percentage - 5

Buff Bonus- 5

Heal Bonus- 5



Artifact Encounters: Oceanus

Crocodile's Tears Ring

| Creatures | Location | Goal |
|---|--------------------------|-------------|
| Cynere, amaoloi crocodile hatchling, young amaoloi crocodile, amaoloi crocodile | Oceanus Boreal: 55k, 26k | Kill Cynere |

Backstory

Tyrus was a great storyteller known throughout the land of Atlantis. He was summoned from one king's court to another to tell the stories of the ancient kings of Atlantis, for he was gifted with a keen memory and an enchanting voice. Tyrus was not a humble man and often bragged that he could tell a story so sad that even the crocodiles would cry. One day a courtier of the second king challenged Tyrus to live up to his boast. Together the two went to the crocodiles and Tyrus told his story, and as he said, he made the crocodiles cry. What Tyrus did not know is that the courtier wished to have Tyrus' power for his own. As the magic of Tyrus' voice passed through the crocodile and out its tears, the courtier captured the tears in a ring. When he slipped the ring on his finger, he suddenly had the eloquence and skill of the great storyteller. Tyrus, angered by the courtier's deception, stole the ring from the courtier and fled to the planes. There he cast the ring deep into the planes where it was swallowed by Cynere, the very crocodile who cried the tears. Cynere kept the ring hidden in one of her eggs. When the eggs hatched, Cynere chose one of her daughters to guard the ring, naming her Cynere. With every generation since, a crocodile named Cynere has guarded the nest of eggs and the ring.

Encounter

Locate Cynere among all the crocodiles and kill her. The area around her is a breeding ground from other crocodiles. If Cynere has been killed, then one of the adult crocodiles will take her place as the mother.

Cynere has no special abilities, but she does have increased damage resistance and strength.

The Crocodile Tear Ring

Class Restrictions: Usable by Casters and Song Classes.

Level Restrictions: 40+

Ability 1 – Conversion

This spell turns a percentage of all damage to power and endurance.

Object Timer: Perpetually on once activated.

Restriction: Item Level 6

Ability 2 - Radiant Aura

This spell effect changes group component of songs and chants to a radius that affects all group mates, plus 20 closest realm mates, in a 1500 unit radius.

Object Timer: Perpetually on once activated.

Restriction: Item Level 10

Bonuses:

Heat resist - 4

Cold resist - 4

Energy resist - 4

Matter resist - 4

Body resist - 4

Acuity - 15



Night's Shroud Bracelet

| Creatures | Location | Goal |
|--|---|--|
| Ki'atra, Marid Uilani, ghosted nereids and ketos | Oceanus Anatole 45.2k, 36.2k; 39.6k, 40.1, Oceanus Boreal; 25k, 31.7k | Defeat Ki'atra. Capture Marid Uilani. Defeat Kythera |

Backstory

Dysis was a young woman of Atlantis who had everything she ever dreamed of, and yet she was not happy. She had an insatiable love of gold and gems and although her father gave her everything she asked for, she still wanted more. So Dysis took to sneaking around at night and stealing, first from her father and later from other houses.

Dysis took some precautions. She used her magical talents to develop a bracelet that would help to shroud her from prying eyes, help her find more gold and gems and increase her strength. Unfortunately her father caught her as she completed the bracelet and took it from her, locking it up in a chest.

With the destruction of Atlantis, the chest was washed into the planes where it broke open. The nereid who found the bracelet put it on and soon began to crave gold and gems while becoming suspicious of those around her. She stole as much gold as she could and fled to a place where she could guard it. As the nereid grew old, the bracelet forced her to choose another to wear it and guard the horde of gold and gems. Through the eons a new nereid was chosen as the old one grew old.

Encounter

When you find Ki'atra, she will tell you she is bored and ask you to duel, promising a special harness as a reward. Although Ki'atra may switch weapons, she should not be too hard for a player in the high 40s to solo.

Once you have defeated her in a duel and obtained the harness, she will tell you to use it on a water djinn who is masquerading as a ketos nearby. You must give the harness to the ketos, which turns out to be the Marid Uilani. There is a chance that you will fail or the harness will break, in which case you can try again by getting a new harness. Uilani gives you some choices at that point, but what you

have to do now is lead her to a sunken ship. Once you accept that option, you have 15 minutes to get there. When you arrive, she will cast a spell and the mage Kythera will appear and begin attacking. You must protect Uilani while she is casting the spell. She will flee once the battle with Kythera begins.

Kythera does not move. She summons ghost nereids that will attack various enemies and stick to them until one or the other is dead. She can also summon ice-based pets about 1% of the time when she is hit. Her spells cannot be interrupted and are aimed at far targets. You must kill her to get the Night's Shroud Bracelet.

Night's Shroud Bracelet

Class Restrictions: Usable by all.

Level Restrictions: 40

Ability 1 – Treasure Hunter

The player gains 5% more coin.

Object Timer: Perpetually on once activated.

Restriction: Item Level 5

Ability 2 – Exp Hunter

The players gains 5% more exp.

Object Timer: Perpetually on once activated.

Restriction: Item Level 10

Bonuses:

Hit Points- 40

Crush resist - 5

Slash resist - 5

Thrust resist - 5

Armor Factor- 10



Artifact Encounters: Oceanus

Scepter of the Meritorious

| Creatures | Location | Goal |
|--------------------|---------------------------------|---|
| Ferenc & sobekites | Oceanus Boreal: 48.8k, 11.2k | Survive several waves of enemies and ultimately defeat Ferenc |

Backstory

Adnes was a high ranking citizen of Atlantis and one of a small group who believed that the Trials weren't difficult enough. Determined to filter out those that were unworthy before they even began the trials, Adnes secretly created a trial of his own.

Adnes would greet the warriors as they finished their fifth Trial, handing them a scepter he had created to judge the worthiness of each warrior. If they were worthy they would feel a surge of power that would carry them through the rest of the Trials. But the scepter would drain the strength from the unworthy, and they would most likely fail the final Trials. As the destruction of Atlantis began, Adnes picked up the scepter, prepared to flee to the planes for safety, but much to his horror it drained his strength. Unable to flee, he died in the catastrophe and the scepter was washed into the planes.

The scepter was found by a group of Sobekites, but it affected them differently. The first Sobekite who picked up the scepter was struck dead as soon as he touched it. The next to touch it found himself filled with extra power. He took it to a safe place and surrounded himself with other Sobekites who survived touching the scepter. When the possessor of the scepter dies, a new wielder is chosen from the worthy ones.

Encounter

Depending on how many people you bring to this encounter, you will need to defeat eight (possibly nine) waves of monsters. You begin the encounter by speaking to the Sobekite Ferenc. You will then have to fight several waves of enemies, starting with a single level 45 Sobekite. However, with each wave you will fight higher level

monsters, so that waves 7 and 8 will consist of several level 55 monsters. If you bring 20 or more players to this encounter, there will be a ninth wave consisting of five more level 55 Sobekites. Once you have successfully defeated all the monster waves, you must fight Ferenc to complete the encounter and obtain the scepter.

Scepter of the Meritorious

Class Restrictions: Useable by all except Stealthers and Valewalkers.

Level Restrictions: 45

Ability 1 – Scepter's Curse

Single target strength and con tap.

Restriction: Item Level 6

Ability 2 – Scepter's Boon

Adds a small amount of hit points and extra armor factor to the player.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength - 12

Dexterity - 12

Matter resist - 5

Energy resist - 5

Hit Cap- 40

Melee Damage - 5



Mariasha's Sharkskin Gloves

| Creatures | Location | Goal |
|-----------|--------------------------|---------------------------------------|
| Sharks | Oceanus: 47.8k, 29.9k | Obtain the gloves; survive the sharks |

Backstory

Mariasha was one of the many talented craftswomen of Atlantis. She was skilled at making fine gloves which granted the wearer special powers. She made many different types of gloves, but she always put special attention into gloves that were to be worn by archers, as she was also an archer. She would use the skin of sharks to make the gloves, because sharks are well known for their strength and accuracy of attack.

When the destruction of Atlantis began, Mariasha fled to the planes in hopes of surviving, but after staying there but a short time she was overcome with the shame of abandoning her people to their fate and she returned to Atlantis. In her flight back to Atlantis, she dropped her gloves, which were picked up by a passing triton who, admiring them greatly, put them on. He was shocked when the sharks began attacking him, noticing that they stopped when he removed the gloves. Fearing the sharks, he decided to hide the gloves, but the sharks immediately began to circle his hiding place.

Encounter

To get the sharkskin gloves, you will have to enter a shark-infested area where you'll find dozens of sharks in a feeding frenzy. Of course, as always with sharks, if any player gets attacked and is bleeding, the other sharks are likely to attack that player. However, if you attack with a successful bleed spell, you may cause sharks to attack your victim. The goal of this encounter is to get the gloves from the ocean floor. Once you have them, however, the sharks in the area will target you until you escape the area and they lose aggro.

Mariasha's Sharkskin Gloves

Class Restrictions: Usable by Archers, Bards, Berserkers, Savages, Blademasters. Intended for Archers.

Level Restrictions: 45

Ability 1 – Rancid Bite

Disease and DoT (reactive, 30 seconds at 30 per tick)

Restriction: Item Level 5

Ability 2 – Summon Arrows of Power

Summon Arrows with increased range; summons 50 of either Keen (slash), Impact (blunt), or Impaling (thrust) Arrows of Accuracy into your inventory.

Object Timer: 15 minutes

Restriction: Item Level 10 & Bow Users only

Bonuses:

Bow- 3
Archery Haste- 3
Crush resist- 4
Slash resist- 4
Thrust resist- 4
Archery Range- 3
Heat resist- 4
Cold resist- 4
Energy resist- 4



Artifact Encounters: Oceanus

Arms of the Winds

| Creatures | Location | Goal |
|---|--------------------|--|
| Dust devils, wind elementals, Raging Tornado, Psammous Statue | Somewhere in Notos | Defeat the Raging Tornado, then defeat the Psammous Statue |

Backstory

Ossian, brother to Kalare and son of the seventh king of Atlantis, was a talented user of magic. He often spent his free time devising new ways of using his magic to succeed in the Trials. He liked to play games and have his friends hide pieces of armor and magically protect them so he could show off his skills by finding the armor. One day, his friends took his beloved Arms of the Winds and hid them, but Ossian was struck down during the cataclysm that destroyed Atlantis, and the arms remained hidden. The arms were protected by powerful magical beings, but even they no longer remember why they guard them.

Encounter

This fight involves the Raging Tornado and the Psammous Statue. A little background first. When dust devils and howling dust devils spawn in the north of Oceanus Boreal, they migrate south to Oceanus Notos. Once they reach their southern destination, they gain the ability to absorb other dust devils. When it absorbs other dust devils, the howling dust devil grows until it becomes the Raging Tornado.

The Raging Tornado has three unique attacks:

- The first attack is a point-blank AE lightning spell that hits for a very large amount of damage and may occur in more than one location near the Raging Tornado at the same time.
- The second spell casts a powerful ice-based point-blank-AE nuke that also can occur in multiple locations at once.
- The third special attack is a massive lightning bolt that attacks only distant targets. It does a very large amount of AE damage.

The Raging Tornado unearths the Psammous Statue when it dies. The statue has a few minor abilities but is very weak. If you managed to destroy the Tornado, the statue will be a piece of cake and should drop in seconds. The Psammous Statue will drop the “Arms of the Winds” artifact when it dies.

The Raging Tornado will do the most damage to nearby targets, so one strategy is to bring more casters and archers.

Arms of the Winds

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Fury of the Wind

Buffets opponents causing them to miss more often.

Restriction: Item Level 2

Ability 2 – Whirlwind

Creates a whirlwind surrounding the player giving arrows a chance to miss, additionally any enemy within 400 units is hit by debris.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Dexterity- 18
Armor Factor- 12
Fatigue Bonus- 6
Crush resist- 7
Slash resist- 7
Thrust resist- 7



Eirene's Hauberk

| Creatures | Location | Goal |
|--------------------------|---------------------------|---------------------------|
| Linors, Khonorn, tritons | Mesothalassa: 60k, 37k | Get the key; defeat Linos |

Backstory

Eirene was a beautiful, strong, and arrogant warrior-maiden of Atlantis who believed all but other Atlanteans were beneath her notice. Eirene often spent time honing her skills by performing the Trials. It was during one of these trials that a triton saw and fell in love with her, but she scorned him. Angered, he contrived to paralyze her with Sobekite poison and steal her prized breastplate. The triton surrounded himself with protectors, fearing Eirene or someone else would come to reclaim the breastplate. Over the years the breastplate was passed down from one triton to another. Now it rests in the hands of a triton called Linos who surrounds himself with protectors, although he does not know why.

Encounter

Linos and his wife each had half the key to the treasure, but his wife was killed by a shark. A sobekite raider named Khonorn recovered her half of the key and wants the one Linos holds.

This encounter works best if you speak to Khonorn first. You will need to recover five stolen idols of the god Sobek. He tells you they are in the hands of the triton high priests. You must recover the five idols in exchange for Khonorn's half of the key.

Linos will spawn randomly in any of the three main triton camps, and he doesn't stay too long. So finding him could be one of your more difficult tasks. Once you give him the half key, he goes back on his word and... well, you just have to kill him. When he dies, he'll drop a key that fits the chest. The chest contains the artifact.

If you decide to attack Khonorn for some reason, or any of his cohorts, there's a chance that all Sobekites will become aggressive for a period of time, but fighting Khonorn serves no purpose in this encounter.

Eirene's Hauberk

Class Restrictions: Usable only by Chain, Scale and Plate classes.

Level Restrictions: 45

Ability 1 – Arrogance

Initially the target takes less melee damage and gains a boost to all stats. After several seconds pass the arrogance wears off and they are far more susceptible to melee damage and suffer a serious debuff to all stats.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2 – Inversion

Twists spell damage and converts it to healing instead.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength or Acuity- 15

Strength or Acuity Cap- 5

Crush resist- 6

Slash resist- 6

Thrust resist- 6

Spell Range, Buff, or Style damage- 4

Spell Damage, Heal bonus, or Melee damage- 4



Artifact Encounters: Oceanus

Alvarus' Leggings

| Creatures | Location | Goal |
|--|---|----------------------------|
| Casyndra, Nereid, shark, octopus and sobekites | Mesothalassa: 44.9k, 37.5k; or 11.6k, 10k; or 64.9k, 12.2k, or 19.9k, 46k | Complete Casyndra's quests |

Backstory

Casyndra is a nereid with issues. Her allegiances shift frequently from one triton faction to another. What task she gives players depends on her current faction with the various triton groups. She wants you to slay some creatures that are harassing the triton group she is currently friendly with and collect a specific token. If you bring the token back to her, she'll give you a key to a chest, and you can keep the contents of the chest.

Encounter

If you have good faction with the triton faction that Casyndra is at the time, she'll speak to you. Otherwise, she'll give you a dirty look. Depending on which faction she has at the time you talk to her, she will offer you a kill task. For instance, if she is friendly with the Skyros Order, she'll tell you to kill a named shark named Razorfin that is terrorizing the Skyros main camp. You'll need to search for Razorfin somewhere near the Skyros main camp.

The task associated with the Naxos Society is to kill a named octopus called 'Thieving Octopus' which is located northeast of the Naxos Society's main camp. The Thieving Octopus is located among a group of languorous octopi that are not initially aggro and do not initially BAF. But when you attack the Thieving Octopus, the languorous octopi around it become aggro and will begin to BAF. The Thieving Octopus can order the other octopi to attack its attacker and stick to it until it dies, or it can also order them onto another target.

The task associated with the Melos Alliance is to kill Minkhat, a Sobekite who periodically attacks the Melos Alliance looking for plunder with his band of marauders. Minkhat's camp is located southwest of the Melos Alliance's main camp.

Once you have completed Casyndra's task and gotten the key, you can open the chest and obtain the leggings.

Alvarus leggings

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Speed of the Depths

Allows the player to swim faster and breathe underwater.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Hunter of the Depths

Improved Speed of the Depths that also changes player into a shark.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Heat resist- 5

Cold resist- 5

Body resist- 5

Spirit resist- 5

Thrust resist- 5

Hit Cap- 36



Crown of Zahur

| Creatures | Location | Goal |
|--|----------------------------------|--------------|
| Zahur, Zahur(his clone), Gohron (healer), Danthena (caster), Boekide (melee) | Oceanus Boreal: 29.6k,5 19.6k | Defeat Zahur |

Backstory

The crown Zahur possesses used to belong to one of the ten kings of Atlantis. When it was destroyed it ended up washing into the Trials of Atlantis area. A triton found the crown, but it was eventually taken by Zahur, and he uses it now to use more powerful magical spells than he would normally be able to use.

Encounter

You can find Zahur on a small plateau in Oceanus Boreal, near the Sobekite Eternal dungeon. Zahur is a Sobekite and will have three sobekite minions with him—a fighter, a caster and a healer.

In the center of Zahur's plateau is a pulsating rock that is part of Zahur's defense. It allows Zahur to transfer energy from his minions to himself. What happens is that, when a minion dies, a large ball of energy with the minion's name appears and heads for the rock. This energy ball can be destroyed and will not fight back; however, if it reaches the rock, it will shoot energy to Zahur and a large explosion will occur.

When Zahur's health drops to 20%, he will teleport to the rock and prepare to use his ultimate ability, which is based upon the energies of his minions. If they are still alive he will summon the energy from them and they will all die. If any of them were killed and their energy made it to the rock, then Zahur will have access to that energy, as well. If you have killed any of his minions and prevented the energy from reaching the rock, that energy is not available to

Zahur. Basically, what Zahur does with his minions' energy is to summon bombs that seek out characters of the same class as the minion whose energy it used—thus, a melee-, caster- or healer-seeking bomb. Once one of the bombs reaches an appropriate target, it will explode and cause AE damage to anyone around.

If Zahur has no minion energy available when he reaches the rock, a message to that effect will broadcast.

Zahur has lots of other tricks up his sleeve, however. He will randomly teleport within a 2000 unit radius outward from the rock in the middle. Sometimes he will teleport and leave an exact copy of himself behind that casts an AE stun and disappears. Zahur will also cast area effect spells, and, if he is being attacked from a distance, he can fire a blue ball of energy at his attacker, which explodes and does AE damage to anyone around.



Artifact Encounters:

Oceanus

Crown of Zahur

Class Restrictions: Two versions—Melee or Caster.
Hybrid characters (Minstrel, Bard, Reaver, Thane, Skald, Warden, Champion) can choose either version.

Level Restrictions: 45

For Casters

Ability 1 - Conversion Power

Converts the casters power into health once they reach 25% hit points.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 -Zahur's Arcane Leadership

Increases the range of all realm casters in a 1500 unit radius and increase their spell penetration.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Acuity- 18

Power Percentage- 8

Crush resist- 5

Slash resist- 5

Thrust resist- 5

Acuity Cap- 5

Crown of Zahur

Class Restrictions: Two versions—Melee or Caster.
Hybrid characters (Minstrel, Bard, Reaver, Thane, Skald, Warden, Champion) can choose either version.

Level Restrictions: 45

For Melee

Ability 1 -Conversion Healing

This spell ability will convert 10% of healing magic cast on the player into fatigue healing (duration 10 minutes).

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Zahur's Divine Aura

This spell ability will enhance all healing magic cast on the player, causing it to be 10% more effective on them (duration 10 minutes).

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Dexterity or Constitution- 18

Fatigue Bonu- 8

Crush resist- 5

Slash resist- 5

Thrust resist- 5

Dexterity or Constitution Cap- 5





Eerie Darkness

| Creatures | Location | Goal |
|---------------------|---------------------------------|--------------|
| Rougart, crocodiles | Oceanus Boreal: 32.8k, 51.8k | Kill Rougart |

Backstory

The Atlantean crafter who made this object did not like the fact that it would sometimes absorb all the light from around it. Dissatisfied with it, he cast it into the planes, where it ended up in a cave guarded by Rougart the crocodile.

Encounter

Rougart is a crocodile who is very old and powerful. Many smaller crocodiles come to the area because nothing bothers them while Rougart is there. Any of the crocodiles in the area are immune to all damage spells due to fact that the lightstone absorbs the energy. Rougart will not leave the cave, but the smaller crocodiles will, so it may be helpful to pull the smaller crocs out and dispatch them before taking on Rougart.

Occasionally Rougart will get hungry and attack a crocodile in the cave and eat it. This causes all the smaller ones to run out of the cave for a limited amount of time, losing their aggro, also. This is a perfect opportunity to attack. If you attack Rougart with five or more players, he may go into a frenzy, causing him to hit harder, two attacks a round, and to randomly switch targets. Other than that he is a basic melee mob, well, except that can't be cast on.... We recommend a single full group, although smaller groups may be able to defeat him by using clever strategy.

Eerie Darkness Stone

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Summon Healing Stone

Summons a Jewel conferring a persistent Health regen (jewelry slot item).

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2 – Summon Power Stone

Summons a Jewel conferring a persistent Power regen (jewelry slot item).

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Heat resist- 3
Matter resist- 3
Crush resist- 3
Cold resist- 3
Body resist- 3
Slash resist- 3
Energy resist- 3
Spirit resist- 3
Thrust resist- 3



Artifact Encounters: Oceanus

Bracelet of Zo'arkat

| Creatures | Location | Goal |
|--|-------------------------------|---------------------|
| Triton Champion, various waves of mobs | Mesothalassa: 25.3k, 23.5k | Defeat the champion |

Backstory

The tritons hold an event known as the Coral Crumble. During this competition two sides will fight each other. The current triton champions take on the challengers.

Encounter

The triton announcer will spawn near where the Coral Crumble will take place and announce the event over a large radius. To participate in the event, speak with the announcer and accept the challenge.

Once you have accepted the challenge issued, you must move to the arena area, through the coral arches, and prepare for battle. The enemies will come in waves, and once a new wave enters the arena, you have a few minutes to initiate combat. If combat does not begin within a short time, the fighters will leave the arena and consider your challenge a forfeit.

After you defeat each wave, another will follow soon after. You will have a little time for housekeeping. There are nine waves, ranging from level 45 to level 75, followed by the Triton Champion, who is level 80. Defeat the champion to earn the prize. Any players can participate, it is not limited to group or people who spoke to the announcer (only one needs to initiate the encounter).

Bracelet of Zo'arkat

Class Restrictions: Usable by all Casters & all Healer Classes.

Level Restrictions: 45

Ability 1 – Minion's of Zo'Ark

Summons multiple fragile pets. They attack the current target of the player.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Bedazzlement

When activated, all enemies within a large area have a chance to fumble melee attacks and a chance to be interrupted while casting spells.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Acuity- 18

Matter resist- 5

Body resist- 5

Spirit resist- 5

Power Percent- 6

Spell Range- 4



Fool's Bow

| Creatures | Location | Goal |
|--------------------------|-------------------------|-------------------------------|
| Argo, frustrated harpies | Oceanus Notos: 32k, 32k | Kill the octopus with the bow |

Backstory

Harpies tried to break a magic bow and failed. Frustrated, they dropped the bow into the deepest part of the sea they could find, which is a deep shaft just off the harpy-infested islands.

Encounter

When you enter the area of this encounter, look to see if there are any circling harpies. If there are, then you will find the bow far down below. The trick is, it will be on an octopus that is otherwise indistinguishable from all the other 64 octopi in the area. You will have to kill octopi until you find the one with the bow. However, if there are no harpies circling the area, then the bow and octopus have not yet spawned and you'll be wasting your time.

Fools Bow

Class Restrictions: Usable by Archers.

Level Restrictions: 45

Ability 1 – Wounding

High percentage chance DoT.

Restriction: Item Level 4

Ability 2 – Siege Lore

These arrows do additional damage to keep doors and siege engines.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Dexterity- 18

Quickness- 18

Archery Haste- 3

Archery Range- 3

Archery Damage- 3

Bow Skill- 5



Artifact Encounters: Stygia

Stygia Artifact Encounters The Scorpion's Tail

| Creatures | Location | Goal |
|--|----------------------------|----------------|
| Terkari, baby scorpion, adolescent scorpion, mature scorpion, giant scorpion, scorpion drone | Stygian Delta: 16k, 16k | Defeat Terkari |

Backstory

A magic ring was once created by the goldsmith Adiran and presented to one of the Atlantean kings. The ring granted the wearer unusually long life, strength, and great magical power. But the ring was stolen and the thief fled to the Stygian Delta where he was attacked by scorpions. He wasn't wearing the ring at the time, and so he was killed and, as he died, he threw the ring at one of the scorpions where it attached to the creature's tail. That scorpion, named Terkari, still lives today, thanks to the power of the ring.

Encounter

The simple answer to how to accomplish this task is that you must kill Terkari to obtain the ring. However, it may be helpful to understand how Terkari spawns.

This is how it works. When you fight one of the iaculi (cobra creatures), they will bleed and leave a puddle of blood on the ground. This blood has a chance of spawning a baby scorpion, which will then run off in one of four directions.

Baby scorpions will eventually turn into adolescent scorpions, continuing to grow until they become the adult giant scorpion, which is several levels higher and stronger than the babies. At the point that a scorpion becomes an adult, there is a chance that it will evolve into a giant scorpion (50+ mob) or the named Terkari. Terkari will not spawn often, but when he does, he can be killed to complete the encounter.

Terkari has some special abilities:

- He can spawn up to seven scorpion drones.

- He can plunge his tail into the ground, causing poison globs to release in the area causing DoT damage to everyone nearby.

Before he plunges his tail and creates the poison DoTs, he will broadcast an emote that he is about to do so. Nuking him with cold damage has a 50/50 chance of stopping him from releasing the poison globs.

After killing up to five players, Terkari can summon scorpion minions, making him even more powerful and difficult.

The Scorpion's Tail

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Cure Poison

Cures poison.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Cure Disease

Cures disease.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Casting Haste- 4

Power Percent- 7

Armor Factor- 8

Buff Bonus- 6

Heal Bonus- 6



The Golden Spear

| Creatures | Location | Goal |
|----------------------------|----------------------------|---|
| Hountro, Jomnaer, Landrine | Stygian Delta: 59k, 31k | Defeat the guardian janns and get the spear |

Backstory

Ruia was one of Atlantis' fierce warrior-maidens who used a brilliantly crafted golden spear. When she foresaw the imminent destruction of Atlantis, she hurled the golden spear as far as she could into the Stygian Delta. It landed unheralded in the desert and is now guarded by three Janns who won't pick it up, fearing that the other two will attack.

Encounter

The key to this encounter is to attack the guardian Janns one at a time. If only one is in combat, the other two will just sit there and guard the spear. However, if two are in combat, the third will grab the spear and become stronger and stronger, gaining in abilities over time, until it eventually teleports away and the encounter cannot be completed. The alternative is to attack and fight all three at once, in which case none of them should grab the spear. The three Janns are called Hountro, Jomnaer and Landrine.

Hountro is melee oriented and has a bull charge. He may switch targets after charging, and can target healers and casters. If he gains the spear, he gets extra offense/defense bonuses and ultimately an AE stun, AE mez and a health regen.

Jomnaer is a caster with basic nuke/nearsight abilities. He also has a special 1000 radius pbaoe spell (as opposed to a normal pbaoe, which has a radius of 350) that does high damage up close. He will use this once every minute or so. Once he obtains the spear he gets offensive/defensive bonuses, levels, and an AE dd proc that will fire when you hit him.

Landrine is a combo healer/fighter. He has buffs, heals and decent melee. If you attack him with cold or heat, there's a chance he'll develop a defensive proc that turns damage against his attackers. He can also create a healing aura around himself. If you can move him away from the

The Golden Spear

Class Restrictions: Usable by all Stealthers.

Level Restrictions: 45

Ability 1 – Atlantean Insight

Debuffs the opponents thrust resistance, thereby increasing the damage of the weapon for the duration.

Restriction: Item Level 6

Ability 2 – Summon Flaming Spears

Summons 5 javelins that can be thrown and will proc a wide fire AOE.

Object Timer: 15 minutes

Restriction: Item: Level 10

Bonuses:

Melee Haste- 4

Strength- 12

Dexterity- 12

Crush resist- 7

Slash resist- 7

Thrust resist- 7

Style Damage- 4

aura, it won't heal him. If he obtains the spear he gains a DD ability, levels, offensive/defense and an ability to create a storm cloud that stays in his general area, nuking players that it floats over. The cloud can't be attacked or targeted.

One way or another, kill all three Janns to obtain the spear. If one of them gets the spear, the battle will be much tougher, and ultimately he may disappear on you.



Artifact Encounters: Stygia

Nailah's Robes

| Creatures | Location | Goal |
|----------------|----------------------------------|--------------|
| Sebak, setians | Land of Atum: approx. 30k, 6k | Defeat Sebak |

Backstory

Although the Atlanteans had little time for the worship of gods, there were some who took great pleasure in gaining knowledge about other religions. Nailah was one such Atlantean. She spent a great deal of time in Stygia with the Bastians, learning about their god Bast from the Bastian, Heqet. To thank Heqet for sharing her knowledge, Nailah had special robes created. On her way to visit Heqet, Nailah was waylaid by a group of Setians who took the robes for themselves. The Setians did not dare to kill Nailah and she was able to return to Atlantis. Before she could gather a force to retrieve the robes, the destruction of Atlantis began and the robes remained in the possession of the setians.

Encounter

Sebak will spawn at the Fortress of Storms and walk to the entrance. He will then monitor the surrounding forts and camps and choose a path that takes it only to those that are not in combat. If all of the forts and camps are under attack, Sebak will go back into the Fortress of Storms and wait awhile before attempting again. If Sebak is in an area that comes under attack, he will first head into the nearest fort. Then, after a few minutes he will make a run for the Fortress of Storms for protection.

Although Sebak has no special abilities, he does have a group of companions to protect him. He will tend to let his companions fight on while he runs away, so don't take your eyes off him for too long.

Nailah's Robes

Class Restrictions: Usable by all Casters, Friars and Valewalkers.

Level Restrictions: 45

Ability 1 – Realm Lore

Allows the player to know the relative power and class of the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Arcane Bonds

Places a DoT +snare on the opponent.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Intelligence (or Piety in
Midgard)- 15
Crush resist- 5
Slash resist- 6
Thrust resist- 6
Spell Range- 4
Spell Damage- 4

Friar Version:

Piety- 15
Crush resist- 5
Slash resist- 6
Thrust resist- 6
Heal Bonus- 4
Melee Damage- 4



Band of Stars

| Creatures | Location | Goal |
|-----------------|-----------------------------|--------------|
| Chisisi, iaculi | Stygian Delta: 9k, 18.7k | Kill Chisisi |

Backstory

In the years before the destruction of Atlantis, one of the kings had a jeweler craft ten bracelets. Each was a thick cuff of gold enameled blue with gold stars showing through to represent the night sky. Each bracelet was said to possess different magical attributes that strengthened the wearer's natural talents. The king would send one of his advisers, Deodatus, to the Hall of Heroes to meet with the newly arrived Trial participants. Deodatus would judge the warriors and give bracelets to those he thought worthy. Upon completing the trials, Deodatus would reclaim the bracelet for the king.

As Atlantis shook with the destructive forces, Deodatus took the bracelets to the Hall of Heroes, hoping to give them to any warriors he met, but there was only one. Deodatus gave him the bracelet then returned to attend his king, taking the other nine bracelets with him.

The warrior with the bracelet fled to Stygia where he perished. A setian found the bracelet and kept it, hiding it in a cave. Over the eons, different Setians have guarded it. The bracelet is currently guarded by a Setian named Chisisi.

Encounter

The Setian Chisisi is in a cave in the rocky hills of Stygia. When you enter the cave, you will see several iaculi. Once you reach a certain place in the cave, you'll set off a poison cloud trap, at which point all the iaculi will swarm together and form Chisisi. It's pretty simple once you get to this point. Just kill Chisisi and collect the Band of Stars.

Band of Stars

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1 – Shooting Star

Fires three bolts each with a different effect.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2 – Baleful Shape Change

Polymorphs the opponent into a spraggon and debuffs all stats.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Matter resist- 5

Body resist- 5

Spirit resist- 5

Dexterity Cap- 5

Constitution Cap- 5

Hit Cap- 40



Artifact Encounters: Stygia

The Crocodile's Tooth

| Creatures | Location | Goal |
|-------------------------|----------------------------|-----------|
| Itet, crocodile minions | Stygian Delta: 16k, 16k | Kill Itet |

Backstory

Marricus was challenged by his brothers to get a crocodile's tooth. Armed only with a small magical dagger, Marricus started hunting and found Itet in his crocodile shape. When Marricus reached into the mouth of Itet to get a tooth, Itet chomped down on his hand and severed it. Marricus somehow managed to obtain the crocodile tooth, but he lost the dagger along with his hand. The dagger lodged itself into Itet's mouth, preventing him from leaving his crocodile form until it is removed.

Encounter

Itet begins in crocodile form. He will wander around as a crocodile, bound in this form by the magical dagger in his mouth. He has a chance every 30 seconds to give himself a defensive proc that damages players who attack him. At 50% health he will turn back into his genie form, and start using the dagger that was stuck in his mouth to attack players. With the dagger, he gains the ability to plunge the weapon into the ground, causing it to send out a pbaoe shockwave with a large radius.

The Crocodile's Tooth Dagger

Class Restrictions: Usable by all Stealthers, Tanks and Hybrids (except Valewalkers).

Level Restrictions: 45

Ability 1 – Shadow Curse

A dex/qui tap.

Restriction: Item Level 4

Ability 2 – Blade Shadow

Summons a less powerful "shadow" version of the weapon that can be wielded in the off hand. The weapon has a persistent damage shield and a small life-tap proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength- 27

Dexterity- 27

Melee Haste- 2

Melee Damage- 3

Style Damage- 4



The Silver Whip/Greave/Scythe

| Creatures | Location | Goal |
|-----------------------------|-----------------------------|--------------------|
| Maedion, Betialotel, iaculi | Land of Atum: 10.6k, 16k | Keep Maedion alive |

Backstory

Atlanteans were always craving new knowledge and Julea was no exception. She had a fascination with all the magical creatures of the planes and spent a great deal of her time studying them. But her father feared that she would one day be attacked by something while alone, especially the iaculi, so he gave Julea a magical flute designed to charm the creatures. Julea would play the flute and the creatures would be charmed for a while, allowing her to study them safely.

Once, while Julea was out in Stygia observing the iaculi, she received word that something was terribly wrong in Atlantis. As she hurried back to her father, she did not notice when the flute slipped out of her pouch, but the iaculi did.

Angered by the affect the flute had on them, the iaculi took it and asked the sphinx Betialotel to take it away. But Betialotel gave it to Maedion, the snake charmer, and forced him to keep the flute and to guard it for all eternity.

Encounter

Maedion desperately wants to be rid of the flute and journey into the afterlife, but the Sphinx Betialotel will not yet let him. Betialotel requires that Maedion perform one final task before he can give the flute to another. This task is quite difficult and so Maedion asks you to accompany him to its end. There he will give you the flute and he will run into the Necropolis.

The task is basically to escort the Mau to another set of ruins just over the hill. Maedion will play the flute as long as he can, but will need to make routine stops to catch his breath. When this happens, the surrounding iaculi will come and attack him. Note that you must have good faction

with the Mau in order to speak with Maedion and accompany him on his journey. At the end of the trip, Maedion will only speak to the person who originally accepted the task, but everyone in the group will be rewarded.

The Silver Whip/Greave/Scythe

Class Restrictions: Usable by Reaver, Savage & Valewalker.

Level Restrictions: 45

Ability 1 – Silver Fire

Taps the opponents hit points and drains them, converting that damage into health/endurance/power for the wielder.

Restriction: Item Level 5

Ability 2 – Silver Aura

A silver nimbus of flame surrounds the player, casting an ablative shield and a damage shield.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Weapon skill- 3
Fire resist- 4
Cold resist- 4
Energy resist- 4
Melee haste- 3
Matter resist- 4
Body resist- 4
Spirit resist- 4
Melee damage- 4



Artifact Encounters: Stygia

Dream Sphere

| Creatures | Location | Goal |
|---|---------------|--|
| Torih, dream bound setian, dream bound scorpions, Dao djinn | Stygian Delta | Kill the attackers and end Torih's dream |

Backstory

Loukas was one of the older members of the Atlantean community. When the Trial planes opened, he was too elderly to take part. At first, he would go to the edge of the planes and watch the brave young competitors go into the Trials but he had to stop because it made him sad. He spent his days dreaming of his glory days when he was a strong young warrior.

Loukas decided to use his magical talents to create a dream sphere. In the sphere he created a duplicate of the Trials as well as an image of himself when he was young and strong. Loukas spent every day watching the world he had created in the dream sphere, oblivious to everything around him. It wasn't until his loyal servant shook him from his stupor that Loukas realized this world was in the process of being destroyed.

Unable to face the coming destruction, Loukas lost himself again in his dream sphere. As the walls of his home collapsed and crushed Loukas, the orb was washed into Oceanus by the force of the destruction. There it floated gently on the waves until it washed up on the shores of Stygia where it was found by a passing mau. Although the power of the dream sphere died with Loukas, it still has some magical properties, causing the mau to hand it down through the generations.

Encounter

This encounter has three possible scenarios; you only have to complete one of them. Torih has unfortunately bonded with the sphere and his dreams are coming to life around him. The first part is a dream about Dao descending on the village and setting fire to all those within. Player need only

kill all the Dao to complete this encounter. The second and third parts are similar in that setians and scorpions attack the village and will continue to attack the village till their numbers are depleted significantly. Killing the Dao or sufficient other attackers will end the dream and trigger the end of the encounter. However, if Torih is killed by monsters or players, the entire dream ends and everyone fails.

Dream Sphere

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Shape Change (Black Lion—Self)

Turns the user into a giant cat with a damage add.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2—Shape Change (Black Lion—Group)

The spell changes the group into giant cats with a damage add buff and a DoT proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Armor factor- 15

Fatigue bonus- 5

Hits- 40

Hit cap- 40

Matter resist- 5

Body resist- 5

Spirit resist- 5



A Healers Embrace

| Creatures | Location | Goal |
|----------------------------|----------------------------|-------------------|
| Mesedubastet, crazed lions | Stygia: approx. 32k 48k | Kill Mesedubastet |

Backstory

Long ago, a Maubastet warrior named Pamiu lay injured in the sands of Stygia. A beautiful furless woman came to his aid, attempting to heal his wounds. Unfortunately, in a panic over some catastrophe in another land (Atlantis), the woman left the still injured Pamiu to fend for himself. She did, however, leave with him her magically imbued cloak, hoping its magic would sustain him until she could return.

After the woman left, a savage lion wandered in to the area and smelled Pamiu's fresh blood. Normally, the lions do not attack the mau, but this was an exception. Pamiu had no chance to escape as the lion mauled him. But the magic in the cloak somehow saved Pamiu, though not in the manner one would expect.

In his dying moments, Pamiu's entire life essence was transferred into that of the lion. The next thing he realized, he was eating the flesh of his former body. The shock of the incident was too much for him to handle and drove him mad. The cloak and its magic transferred with him and have sustained him in his never-ending turmoil. He believed that his situation was the result of a curse from Bastet, so he called himself Mesedubastet or "Bastet hates me."

Encounter

Mesedubastet wanders randomly about the southern portion of the Stygian Delta and the Land of Atum. There are usually a number of crazed lions that follow him. Every time he or one of the other lions kills either a mau or a player, a new crazed lion is created. The new lions will then help kill any remaining targets. Other than his crazed lions, he has no special attacks, but he is a tough mob. If Mesedubastet's

A Healers Embrace

Class Restrictions: Usable by all Healer Classes and Mentalist.

Level Restrictions: 45

Ability 1 – Herbal Regrowth

This spell is a medium sized single target heal.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Celestial Healing

This healing spell is a realm mate based line of sight spell.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Acuity- 15

Dexterity- 15

Hits- 40

Fire resist- 3

Cold resist- 3

Energy resist- 3

Heal bonus- 5

followers are killed, new lions will join him. When Mesedubastet is killed, the spirit of Pamiu is released, who then thanks the players who freed him.



Artifact Encounters: Stygia

Stone of Atlantis

| Creatures | Location | Goal |
|--|--|--|
| Keeper of the Stone, Pedibastet, Maubastet villager, Maubastet defender, Maubastet priest, Maubastet craftsman, Maubastet entertainer, setian stormlord, setian sandstrutter, setian desert scout, setian warrior, setian sandscryer, setian saut, setian serf, setian slave | <p>Keeper—Stygian Delta: approx. 15k, 20</p> <p>Pedibastet—Stygian Delta: 10k, 55k</p> <p>Stone of Atlantis—Stygian Delta: 8.7k, 18.3k</p> | <p>Obtain the Globe of Chaos and the tuning fork, then the Stone of Atlantis.</p> <p>Kill the Keeper of the Stone.</p> <p>Complete Pedibastet's request.</p> |

Backstory

The mau and the setians have opposing views on life. The mau revere family and protection while the setians embrace chaos and destruction. The Stone of Atlantis is a powerful artifact that was lost by one of the “masters,” a term that some of the Maubastet use when referring to the Atlanteans.

The artifact was discovered by a setian, and it gave him unexpected magical power. The Maubastet scouts reported this to their leaders, and the Maubastet attempted to take the stone from the setians, but were beaten back.

The setian discovered that the stone's power still affected the owner even if it wasn't immediately near him. So, as a safeguard, the setian hid it away within the ruins, where he'd originally found it. Additionally, he crafted a magical amulet that works to hide the stone from sight. A person could be standing on top of the stone and not see it unless they had the amulet. Before he died of old age, he passed down the secret of its location and power to his eldest son, which started a lasting tradition. The possessor of the stone became a leader of the setians and was always known as the Keeper of the Stone.

From his fort, established near the ruins that held the stone, the Keeper of the Stone sends waves of his fighters through a nearby portal so that they may take the land from the Maubastet on the opposite side of the river. Time and

again, the Maubastet beat them back to their own side of the river. Unfortunately, the Maubastet do not have the strength to tackle the fort and stop the invasions from happening.

Encounter

This encounter is part encounter and part quest, both of which must be done to obtain the artifact. However, you can choose the order in which to perform the parts. The goal here is to find the Stone of Atlantis. Unfortunately, the stone is hidden, both physically and magically. In order to find the stone, you need the Globe of Chaos, a magical amulet that the Keeper of the Stone wears around his neck. To get the amulet, you'll have to kill the Keeper.

As soon as he is attacked, the Keeper calls some of his guards to stop the intruders. Additionally, he turns invisible and begins to attack those within his fort. Not only is he invisible, but he attacks primarily with spells and he teleports to new locations within the fort every 10 seconds. If someone hits him with a physical attack, it will make him become visible momentarily, which should then allow casters to hit him. However, he will turn invisible again once he moves. He doesn't have any particular resistances, but he does have a lot of hit points, so the fight could be somewhat lengthy.

Once the Keeper is killed, the Globe of Chaos falls from his neck. However, you will find that the Globe of



Stone of Atlantis (cont.)

Chaos cannot be used alone to find the stone. You will also need a “key,” which in this case is a particular sound that disrupts the swirling chaos within the amulet. If you have good faction with the Maubastet, you can speak with Pedibastet in the Maubastet village on the south side of the river. He will tell you about the Keeper and the stone and how to activate the globe. He reveals that he has a special

magical tuning fork that was forged long ago by his ancestors. However, as much as he wants to help you, he isn’t quite sure that he trusts you. He will ask you to prove your integrity by acquiring 20 ears of his enemies (setians). If you do that, Pedibastet will part with the tuning fork.

With both the tuning fork and globe in hand, you can go to the ruins. Once inside the structure, you must “use” the fork, which will reveal the location of the stone. If you use the fork outside the ruins, you will be told that you are not close enough.

There is a regular event that occurs in this area and supports the story of the encounter, though it has nothing to do with acquiring the artifact. Every so often, a wave of setians will cross the river through the portal near their fort. They will end up across the river at the other portal (that is being defended by the Maubastet). More often than not, the setians will win. If so, the Maubastet will eventually send reinforcements to retake the portal. If successful, the Maubastet will set new defenders to guard the portal.

Stone of Atlantis

Class Restrictions: Usable by all Casters.

Level Restrictions: 45

Ability 1 – Summon Wand

This spell summons a wand with 2 charges of either an energy bolt or a root spell.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2 – Summon Rod

This spell summons a rod with 5 charges of either a power heal or fire bolt.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

All Casting skill- 3

Intelligence/Piety- 18

Power Percentage- 5

Intelligence/Piety Cap- 5

Spell Range- 5



Artifact Encounters: Stygia

Scarab Wing Vest

| Creatures | Location | Goal |
|---|--|--|
| Prism-winged scarab, sunburst scarab, Tey | Stygia Delta: 9.6k, 51.6 Land of Atum: 57k, 47.5 | Obtain the scarab-wing gloves to get the vest. |

Backstory

Long ago, someone in a Maubastet village discovered a lightweight vest made from scarab wings. Maubastet legend claims that it is the same vest worn by the woman who delivered (albeit accidentally) the Stone of Atlantis in to the hands of the setians. The woman was reputed to have been a thief by trade and paranoid that someone might steal things from her, so she placed magical protections on all of her possessions.

When she died in the desert, thousands of scarabs were attracted to her decaying body and they worked in unison to free the vest after they cleaned her bones. Unaffected by the vest's magic, the scarabs pushed, pulled, and carried the vest across the sands, ultimately meeting their demise when some youngsters discovered them in a Maubastet village.

But when the villages attempted to move the vest, it resisted their attempts and slid back to the ground. Priests tried various incantations to free the magical protections, but to this day, no one has been able to break the spell. Today, the Maubastet believe it to be a cursed item from the scarab god, and they believe that all of the misfortunes that happen to the village are the result of the vest's presence.

Encounter

The encounter itself is fairly simple. If you pick up the vest, you complete it. However, the vest is cursed and no one is able to just walk by and pick it up. Unknown to the villagers, the one thing that is capable of breaking the curse has been around them all along. Only the essence of the scarabs from which the vest was originally made can break the curse. To make a long story short, you need to acquire magical scarab-wing gloves. If you wear these gloves you will be able to pick up the vest.

To get the gloves, first speak with Tey, a craft master in

the Maubastet village. He is willing to show you a sample of his work, which just happens to be gloves made out of scarab wings. Unfortunately, Tey realizes that he's out of the magical scarab wings he needs. He sends you to a nearby rocky outcropping west of the village to find the shy prism-winged scarabs and obtain 50 of their wings. Return them to Tey and he will give you a pair of magical scarab wing gloves. He actually has no idea what exactly the magic is good for, but he believes you'll find some use for them.

Golden Scarab Vest

Class Restrictions: Usable by all Stealthers (minus Minstrels), Bards, Berserkers, Savages and Blademasters.

Level Restrictions: 45

Ability 1 – Scarab Armor

This spell makes the player more resistant to weapons.

Restriction: Item Level 4

Ability 2 – Curse of the Scarab

This reactive spell ability will turn the opponent into a small scarab. The effects include an unbreakable snare and near sight.

Restriction: Item Level 10

Bonuses:

Dexterity- 15

Crushing resist- 6

Slashing resist- 6

Thrusting resist- 6

Style damage or Arrow range or Spell range- 4

Melee or Arrow or Spell damage- 4



Volcanus Artifact Encounters

The Ring of Fire

| Creatures | Location | Goal |
|------------------------|-------------------------|---|
| Soleh, taur gladiators | Volcanus 39.4k, 9.2k | Win three consecutive rounds of battle against the gladiators |

Backstory

This mysterious ring forged of ice is highly resistant to fire. It is currently in the possession of the taur, but they do not understand its power, and the fear it.

The true story of the ring is this: Two Atlantean master crafters were debating the powers of fire versus ice, and made two rings. The plan was to wield the two rings, each in its opposite element, to see which would hold the greater power. One ring was made of ice; the other of fire. The ring made of fire was brought to the far north where the bearer died and the ring froze. However, the ring of ice was brought to Volcanus, where it somehow became semi-sentient and resists all attempts to destroy it.

Encounter

The ring rests on a pedestal waiting anyone to “attempt to destroy it” (read steal it). In order to get the chance to swipe the ring, you must complete the taurs’ challenge and fight their gladiators. First speak with Administrator Alban and then Soleh to begin the encounter. Soleh spawns three times daily. Be sure to be fully grouped before accepting Soleh’s challenge.

At the beginning of the battle your entire group will be ported to a small island surrounded by lava. Each member is given an Arena ticket. (This is deleted automatically upon /release or return to the main land after victory) There are two ways to exit the island—destroy the gladiators three rounds in a row or use the /release command after death. Speak with Soleh once more to begin the first round, and again after each victory. After you win three consecutive

rounds against the gladiators Soleh will reward one player with a Pedestal Key and then the entire group will be ported back to the pedestal area. The player will with the key will then be able to take the ring.

Ring of Fire

Class Restrictions: Usable by all Casters & all Healer Classes.

Level Restrictions: 45

Ability 1 – Bonds of Ice

This ability will cast an ice based DoT/snare on the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Unyielding Cold

The spell will give the player a defensive proc ability that will create a small ablative and sap the will (str/con) from opponents.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Acuity- 15

Hits- 40

Cold resist- 6

Power percent - 6

Spell duration- 5

Artifact Encounters: Volcanus

Tartaros' Staff

| Creatures | Location | Goal |
|------------------------------------|------------------------|-----------|
| Akil, siam-he priests, salamanders | Volcanus; 11.7k, 50.1k | Kill Akil |

Backstory

The siam-he often venture into other areas of the planes to acquire victims for their sacrifices. They make use of a portal in Volcanus, which activated by their priests. One of the High Priests, Akil, has a staff that is part of his regalia. This is the Staff of Tartaros.

Encounter

Eight priests, with flames dancing around them, form a circle around portal. They never leave their spots. High Priest Akil spawns on top of the portal, walking around it counter-clockwise. The priests have a wide aggro range (1024 units). They also have an engage radius of 150, so if someone is using ranged weapons, they need to be closer than 150 units away.

If the priests detect a player, they will begin chanting. Every 15 seconds from then on, they will chant, cast a spell and call forth salamanders from the portal. The salamanders also have a decent aggro range and will attack anyone in that range. They may do either fire damage or cold damage to the player in addition to their normal melee damage. Each priest may summon up to six salamanders. The priests will continue summoning salamanders until they are either dead or they've not sensed anyone for at least 2 minutes. If you close on the priests to melee, you will take damage from the flaming swirl. Even while being attacked, the priests will continue chanting and summoning salamanders.

When he spawns, Akil will spawn all of the priests (if any should not happen to be there). Akil has a 1300 engage radius, so he can't be pulled too far from the portal area. He also has the Staff of Tartaros. He doesn't use combat styles

Tartaros' Gift

Class Restrictions: Usable by all Casters & Friars.

Level Restrictions: 45

Ability 1 – Gift of Tartaros

Self only 50% power heal.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Flame of Tartaros

Drains health from the opponent and converts it into health/endurance/power.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

All focus- 50

Intelligence-15 (piety for Midgard)

Hits- 40

All magic- 3

Power Percentage- 6

Spell Damage- 5

Friar Version:

Piety- 15

Dexterity- 15

Hits- 40

Staff- 3

Melee haste- 5

Melee damage- 4

or many spells, but the one he does have functions as an ability (no casting animation) and it fires frequently on all ranges of targets.



Malice's Axe

| Creatures | Location | Goal |
|-------------------------------|-------------------------|--------------|
| Malamis; Disciples of Malamis | Volcanus: 46k, 22.3k | Kill Malamis |

Backstory

There was an Atlantean crafter who had a tendency toward great emotional outbursts. He spent many years keeping his emotions in check, but every now and again he would suffer a burst of intense emotion. He found the best way to handle these extremes of temperament was to focus that emotion into whatever object he was crafting. On one particularly difficult day he created this axe and put all of his malice into it. He ultimately sold the axe to a warrior from some distant land that wanted to compete in the Trials. The warrior died in Volcanus, and his axe passed into the hands of the taurs.

Encounter

This is a very large-scale encounter, and it is recommended that you have 45+ players. The encounter begins when you attempt to pick up the Bound Malice Axe located on the pedestal. The axe spawns an average of three times daily. After you touch the axe, Malamis will spawn instantly and begin beating on nearby players. Approximately 12 seconds after that group of Disciples of Malamis will spawn surrounding the ring of stone. There are two chests outside of the ring and each controls a separate aspect of the encounter. You must take the Malice tokens, obtained by clicking on the Bound Malice Axe and place them in each chest. 100 tokens will fill a chest. Once the Malice Chest of the Disciples has been filled all of the disciples will keel over and die. Once the Malice Chest of Weakening has been filled Malamis will be able to be killed. Until then, he can't be harmed past about 35% health.

While the disciples are up they are performing two functions: If Malamis takes more than 50% damage, the disciples will begin healing Malamis. Each disciple has a 10% chance to cast heal each second, so the casts will be steady. The other function of the disciples is to cast stuns on any player it aggro's, but this shouldn't happen too often. In order to draw the attention of the Disciples you must be fairly close to them, so only token carriers and anyone who

decides to attack the Disciples should be in danger of being stunned. The Disciples will fully respawn every 12 seconds until the Malice Chest of the Disciples is full of tokens.

Malamis has the following abilities regardless of disciple participation: He will cast a DoT randomly on any player who leaves the region of the dark red flames that surround him. Malamis will also randomly port players who attempt to leave the region back to the pedestal; this includes those attempting to go to the chests. However, he does not specifically target them after the teleport.

Bound Malice Axe (comes in one- and two-handed versions)

Class Restrictions: Usable by Stealth (minus Hunter), Tanks, Hybrids (minus Valewalkers), Druids, Wardens & Bards.

Level Restrictions: 45

Ability 1 – Malice

This proc will debuff all stats by 25% when it goes off.

Restriction: Item Level 5

Ability 2 – Focused Malice

When used this ability will allow the player to ignore all melee damage. At the end of the spell, the player will be affected by a DoT that drains health and fatigue.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength- 15
Constitution- 15
Hits- 40
Strength Cap- 5
Constitution Cap- 5
Hit Cap- 40
Style damage- 5
Fatigue bonus- 5



Artifact Encounters: Volcanus

A Flask

| Creatures | Location | Goal |
|------------|---------------------------|---------------------------------|
| Many taurs | Volcanus: 63.2k, 36.9k | Get the flask and get out alive |

Backstory

This magic flask is filled with a liquid that has great healing powers. Drinking it burns the throat but increases strength and heals wounds. Based on a recipe passed down from the old Atlantean healers, it took years to brew. In the old times, this special elixir was made only for kings and their favored champions. It was too expensive for ordinary folk. This flask was left behind by a champion who died attempting the Trials. The taurs who killed him took the flask.

The taurs built a massive fountain at the center of a large fort where they could place the Flask, allowing them all to benefit from its healing powers. The fountain depicts various taur victories over would-be battle masters attempting to complete the Trials.

Taurs near the fountain fort make routine visits to the fountain to drink from the flask. Drinking from the flask improves their ability to regenerate health both in combat and after combat for a short time.

Encounter

The objective is to make it off the flask fort island with the flask in your inventory. The challenge is to avoid being slaughtered by the hordes of taurs. You will probably want to bring several of your friends along on this one.

If you are slain with the flask in your possession by a taur on the island, that taur will take the flask from your inventory and head back toward the fort. If the taur is killed, the flask will drop to the ground.

The flask is well guarded by two level 75 taur Anax and some followers. In addition, every taur on the flask isle checks for players with the flask over a very large radius

every ten seconds. If they spot you with the flask, they will come after you.

Andranchos Xuthos

There's also a named taur called Andranchos Xuthos who will attack the carrier of the flask. He grows in strength with each kill he makes, up to ten times. However, if Andranchos doesn't make a kill within twenty seconds, he loses all of his bonuses and returns to normal.

Andranchos kill bonuses are setup as follows:

- Stage 1: Offense bonus +25%,
- Stage 2: Defense bonus +10%,
- Stage 3: Offensive proc chance +35%,
- Stage 4: Defensive proc chance +5%,
- Stage 5: Max attackers set to 48,
- Stage 6: Min attackers set to 32,
- Stage 7: Defensive bonus +15%,
- Stage 8: Offensive bonus +75%,
- Stage 9: Defensive bonus +25%,
- Stage 10: Heals to full and turns torch on.

Bonuses are cumulative.

Andranchos also triggers every monster generator inside the fort when he enters combat.

Taur Anax

Anax means lord or master. Two of these guard the Flask. They proc a self-only bladeturn with 20% of the hits they take. They also proc a lifetap on 10% of their attacks. They buff themselves with a strong damage shield and use pbaos nukes when they have melee targets. They use Hibernian 2h hammers w/styles and double attack in 25% of their combat rounds. This monster



A Flask

Class Restrictions: Useable by all.

Level Restrictions: 45

Ability 1 – Waters of Life

This ability improves the efficiency of healing based magic that is cast on the player.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Divine Waters of Life

This ability places a duration based spell on the player, upon death it has a chance to resurrect them.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Hits- 40

Strength Cap- 15

Constitution- 15

Quickness Cap- 15

Constitution Cap- 5

Spirit resist- 5

looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur Suletor

Suletor means plunderer. These melee monsters randomly select a weapon from any of the possible Midgard weapon types when they spawn. They are assigned a full set of weapon styles to use with the weapon, as well. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur Magos

Magos means wizard or magician. These monsters use spears with three styles, a hate reducer style that improves their defense on the next round and a side-weapon style and its follow up. They will frequently cast powerful pbaos when melee targets are around. They will also use strong directed fire nukes as well as a super lightning bolt single

target nuke. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur Phulax

These are dual mage/meleers like the magos except that they have some unique targeting characteristics. During combat they debuff any pure-melee they fight with a version of Dirty Tricks (causes fumbles). They analyze their far targets constantly looking for pure casters. If there is a pure caster, they will cease fighting whatever melee target they have and run up to the caster and mezz them. Having no hatelist at this point they will do another aggro check. Once again if they find a pure-caster in the vicinity they will mezz them. Once all the casters are mezzed they will attack a non-pure-caster in aggro range or they will attack one of the mezzed casters. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur later

A healer type. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur Machetes

An axe-wielding maniac. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

Taur Toxotes

An archer. This monster looks for any player that has the flask every ten seconds and will attack them from as far as 2560 units away.

There are two versions of each taur. One version for inside of the fort, which gains a regen bonus automatically if they spawn when the flask is on the pedestal by the fountain.

The second version spawns outside the fort and periodically goes inside of the fort to drink from the fountain, which improves their regen rate for an hour.

There is a droplet-shaped structure in front of the fountain fort's main gate that has a circular opening. This opening will show a spherical spell effect when the Flask is present, and no effect when the Flask is either in the possession of a player or not spawned.



Artifact Encounters: Volcanus

Battler

| Creatures | Location | Goal |
|-----------|------------------------|--------------|
| Battler | Volcanus random places | Kill Battler |

Backstory

Once upon a time, a gladiator named Jelord, fearing death, appealed to Ahulane, one of the gods of war from a distant land. Ahulane gave the gladiator a weapon, telling him it was a superior weapon. But Jelord was not satisfied. He went to Nergal, a god of dead and asked that his weapon possess the abilities of the greatest gladiators to make up for his lack of skill. Nergal infused the spirits of the greatest warriors into the weapon. In return, Nergal would gain the souls of those struck down by Jelord's blade.

Jelord took the weapon and used it to defeat all he fought. But the weapon craved more blood and Jelord became a butcher of all who came near him, never losing in a fair battle. He was eventually killed by an assassin, who cleverly managed to steal Jelord's weapon before killing him.

The weapon ended up in Volcanus and is wielded by a taur named "Battler." The weapon still craves the blood of the souls of those it kills and allows its owner to take on the powers of his enemies.

Encounter

Battler spawns in random areas about the two zones. He always spawns in areas that are heavily guarded. If the area is unguarded or lightly guarded, he will not choose that location.

For each player class that he kills, he gains the abilities of that class and levels. The Battler will only level 20 times, but each level will increase his difficulty equivalent to two or three addition monster levels. The Battler can also detect players of a class it hasn't yet assimilated within a 1000 unit radius. If he does so, he will aggro on that player and attempt to stick to it until he has killed it and gained its abilities.

The arch-types are listed below:

- Pure melee (3 levels this arch-type)
- Hybrid (3 levels this arch-type)
- Healer (3 levels this arch-type)
- Stealth (3 levels this arch-type)
- Light Pure Caster (3 levels this arch-type)
- Heavy Pure Caster (5 levels this arch-type)

Battler

Class Restrictions: Usable by Stealthers, Tanks, Hybrids (minus Valewalkers), Druids, Wardens & Bards.

Level Restrictions: 45

Ability 1 – Skill of the Gladiators

This ability will increase the players accuracy (to-hit chance) when it procs.

Restriction: Item Level 5

Ability 2 – Dark Sundering

This ability is an absorption debuff to target and buff to self.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Hits- 40
Strength- 15
Constitution- 15
Quickness- 15
Constitution Cap- 5
Spirit resist- 5



Bruiser

| Creatures | Location | Goal |
|-----------|--------------------------|---|
| Taurs | Volcanus: 57.2k 13.6k | Find the real Bruiser and escape with your life |

Backstory

Bruiser was the hammer of a great Atlantean smith who was famous for talking to his tools as though they were alive. He often discussed his beliefs to the tools while he was forging weapons. He believed that the “intent” in the forging of a weapon determined the weapons use. If the weapon was forged with good intent, it would find its way to one who would perform good deeds.

The smith’s hammer, Bruiser, spent so much time forging magical weapons that over the years it started absorbing some of the magical energy and, over time, this energy became aware of itself as “Bruiser.” The smith who owned Bruiser wasn’t aware of the hammer’s transformation, but eventually found himself calling the hammer Bruiser. When the crafter died, Bruiser was passed on to his son, a warrior. In the midst of a battle, in a rage, his son threw Bruiser into a lava pit swearing and cursing that the hammer was not the weapon of a champion, but of an aging smith.

Encounter

This is another very large-scale encounter, geared for more than four, and up to eight full groups. The goal of this encounter is to pick up Bruiser and live to tell about it. Bruiser is hidden randomly amidst 32 other hammers, all identical in appearance. They are found in separate areas around the forge/fortress. These hammers can be picked up, but each time you pick up a hammer, groups of taur will spawn randomly around the fort and run through to attack you. Each failed attempt at finding Bruiser will spawn a more powerful group than before.

When you pick up an incorrect hammer it will be snatched from your inventory immediately before the onslaught and you will be instant mezzed for 25 seconds. The taur gatekeeper spawns for approximately 70 seconds

after each failed attempt. The gatekeeper is not able to be killed and has the sole purpose of keeping the entrance showered in aoe mez spells during his brief appearance in an effort to prevent cowards from trying to exit the area once they grab a hammer. Once you find Bruiser a final assault of taurs of varying difficulty will attack to try and prevent you from escaping with the hammer.

Bruiser (one or two-handed versions)

Class Restrictions: Usable by Healing Classes, Tanks & Hybrids (minus Valewalkers).

Level Restrictions: 45

Ability 1 –Improved Realm Lore

Allows the player to know the relative power and class of the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Thunderous Impact

This ability will do improved damage versus keeps and siege gear.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Crush, Hammer, Blunt- 3
Strength- 15
Quickness- 15
Spirit resist- 6
Energy resist- 6
Armor factor- 8
Melee haste- 4
Style damage- 4

or:

Hits- 40
Strength- 15
Constitution- 15
Spirit resist- 6
Energy resist- 6
Armor factor- 8
Melee haste- 4
Fatigue- 4



Artifact Encounters: Volcanus

Shades of Mist

| Creatures | Location | Goal |
|---|----------------------------|-----------------------------------|
| Aged statue, greater criosphinx, criosphinx witness, salamander | Typhon's Reach: 7k, 10k | Defeat the guardians of the cloak |

Backstory

When Idarius died, a statue was erected in his honor, though nobody remembers who erected it. The statue still wears Idarius' magical cloak, and it is protected by three greater criosphinxes. Idarius' small memorial serves as a focus for the cloak's magic, and the criosphinx guards benefit from that power and are enhanced by it.

Encounter

The encounter starts with the spawning of a statue in the center of the area. In a wide area triangle around the statue are three greater criosphinxes. When left alone, the statue "feeds" power to the criosphinxes. If players engage the sphinxes without doing anything else, they will find that the sphinxes are level 99 and can do a ton of damage.

The statue in the center is holding a magical cloak. As long as the statue has the cloak, the sphinxes remain powerful. However, if you run up to the statue and right-click on it, the statue will give up the cloak without a fight. The three criosphinxes, on the other hand, have a big, overlapping aggro range, and they will aggro on anyone moving through the area. The one catch is that the sphinxes cannot see stealthed players, so someone with high stealth can sneak in and remove the cloak. The guardians of the cloak will then see the thief and attack. However, instead of three level 99 mobs, you will have three level 65 mobs to contend with.

One potential problem is that the sphinxes have the ability to steal the cloak back, although it is a small likelihood. They also will get the cloak if they manage to kill the one carrying it. Also, if the person with the cloak goes

Shades of Mist

Class Restrictions: Usable by Stealthers, Tanks, Hybrids.

Level Restrictions: 45

Ability 1 - Stealth Lore

Characters with stealth and stealth lore spell ability become harder to see, and characters without stealth gain a small chance to see a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Great Shade Form

Gives the player an ablative proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Stealth- 3

Parry- 3

Strength- 15

Quickness- 15

Armor factor- 10

Melee haste- 5

Fatigue bonus- 4

LD, logs or leaves the area, the encounter resets and the cloak returns to the statue.



Shades of Mist (cont.)

There are two other creatures that are around the encounter, but really are not involved in it. The first are salamanders. These creatures are merely there as an obstacle. The other creatures are the criosphinx witnesses. These are minor guardian sphinxes whose only real purpose is to mark the boundary of the area the players must stay within until the encounter is completed. They are not aggressive and do not BAF. You can kill them, but they have a slow respawn time, and they are useful in marking the boundary of the encounter. The person with the cloak must stay within the boundary until all three guardian sphinxes are killed to complete the encounter.



Artifact Encounters: Volcanus

Maddening Scalars

| Creatures | Location | Goal |
|--------------------------|---------------------|--------------|
| Uraeus, Ylyssan, Carnaxa | Zone 84 and Zone 85 | Kill Ylyssan |

Backstory

A pair of gloves was once made for a foul-spirited champion of Atlantis named Carnaxa. This champion was dishonest by nature and profited from illegal activities and even assassinations of rivals for her own personal gain. The gloves were designed to help her wield her weapons with greater alacrity. She had them crafted by the best smiths. She had them use the best materials. She had them enchanted. She successfully completed all the trials. But she didn't like the gloves. For some reason, whenever she wore them, she felt tremendous guilt and a sense of dread. She finally learned that the enchanter and the smith that helped create the gloves were related to two people she had killed. They had crafted the gloves she had wanted, but also had made them to lead her into madness. She learned of their plot too late. Already made insane by the gloves, she fled to the planes where she finally succumbed to the guilt and shame and threw herself into a river of lava.

Encounter

When people die in Volcanus, a snake called a uraeus will spring from their corpse. There can only be 200 of these creatures altogether. There is a 25% chance that an invisible uraeus will spring to life and move to a secret spot. If nine of these invisible creatures gather together in that spot, they will form into a giant undead uraeus named Ylyssan. Ylyssan is completely immune to fire; in fact, any type of fire damage will heal him to 100%. He can also randomly mezz people around him. If you can kill him, however, Carnaxa will appear. She will thank you for freeing her spirit and drop the gloves.

Maddening Scalars

Class Restrictions: Useable by all.

Level Restrictions: 45

Ability 1 – Unending Vengeance

This spell will turn part of the damage back on the opponent.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Maddening Aura

This charge effect will cause the player to turn into a black wolf and give them a disease based dot proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Melee Version:

Hits- 40
Constitution- 15
Quickness- 15
Melee haste- 3
Melee damage- 3
Constitution Cap- 5
Quickness Cap- 5

Caster Version:

Hits- 40
Dexterity- 15
Intelligence- 15 (piety for Midgard)
Power Percentage- 6
Casting haste- 3
Dexterity Cap- 5
Intelligence Cap- 5 (piety for Midgard)



Eriny's Charm

| Creatures | Location | Goal |
|---|---------------------------|------------|
| Anubites and more Anubites with some Anubites mixed in with more Anubites | Volcanus: 56.5k, 54.5k | Kill Samut |

Backstory

Eriny's was the object of many men's desire. She was considered the beauty of Atlantis, painted many times by the most gifted artists, wooed by princes, musicians and poets, worshiped by the common folk. But she would never commit her love to any one man. Many champions fought and died for her love. Princes tried to buy it. Musicians and poets who had no chance to woo her still wrote and sang about her and the many who had tried and failed to earn her love. She was the most famous woman in Atlantis. Eriny's always wore a strand of beads draped around her neck. It was her signature piece. She was never seen without it. Once, in her younger years, she was painted without the beads around her neck. Because of its rarity, that portrait was the most sought-after portrait ever painted. It was more expensive than a king's palace.

The beads were given to her by a friend who said he had found it on an island in the south. Each bead in the necklace held its own unique magical power. When Atlantis was destroyed the necklace broke apart and the beads were scattered in southern reaches of Volcanus. Thinking the magical beads were a gift from their god, Am-he the Devourer of Millions, Anubites collected them and used them in religious ceremonies. When the beads are separated from one another they glow brightly with a magical blue hue and are attracted to any living thing.

One anubite named Samut rejected the notion that the beads were a gift from the god and made an effort to collect them all by stealing them from the tribal leaders Nebkare, Setau, Taharga, Ausar, Sahathor and Kakheth. The tribal leaders caught and banished Samut to an isolated island in

the far south of Volcanus from which there is no means of escape. Little to their knowledge Samut had actually found one of the seven beads prior to his being caught and possessing it caused his powers to grow over the years. If someone were to bring all of the beads anywhere near Samut's isle, his power would grow strong enough to allow him to teleport to the other beads and recombine them into the Eriny's Charms necklace.

Encounter

Killing any among Nebkare, Setau, Taharga, Ausar, Sahathor or Kakheth will result in the spawning of a charm with the associated Sobekite's name on it. Nebkare, Setau, Taharga, Ausar, Sahathor and Kakheth will not spawn if the charm with their name on it has spawned. While any of the six chiefs are around, their followers will have the same special power granted by their charm that they have:

- Nebkare's charm grants his tribe the power to summon theurgist earth elemental pets on their enemies in battle.
- Setau's charm grants his tribe the ability to cast an extremely high damage, single target shout that does direct damage at long range.
- Taharga's charm grants his tribe the ability to summon Jade Simulacrum pets.
- Ausar's charm grants his tribe a defensive proc that heals them by 5% when it goes off.

Artifact Encounters: Volcanus

Erinys' Charm (cont.)

- Sahathor's charm grants his tribe the ability to launch fireballs randomly at either 1 degree, 90 degrees, 180 degrees or 270 degrees relative to current face position. The fireballs detonate somewhere between one and three seconds after becoming visible.
- Kakhet's charm grants his tribe the triple-wield ability.

Charms will last 900 seconds before degenerating on their own. This allows you 15 minutes to collect all six charms and get them to the proper location.

The charms will initially attach themselves (follow) the nearest player to them, though they will follow anyone who interacts with them. However, the charms cannot cross bridges and will stop following and teleport themselves back a short distance from any bridge, then begin to wander back to where they spawned.

As a charm gets closer to the point from which Samut can teleport, it will glow brighter, and when it reaches that area it will teleport to the center of the summon area becoming immobile. Once all six charms are locked in place at Samut's summon point, some spell effects will signal Samut's arrival. The charms will then form a circle around Samut, who will use his own abilities (lifetap proc and 50% chance to double-strike) plus all of the abilities that were available to Nebkare, Setau, Taharga, Ausar, Sahathor and Kakhet. Defeating Samut will yield the Erinys' Charm necklace.

Erinys' Charm

Class Restrictions: Useable by all Casters.

Level Restrictions: 50

Ability 1 – Erinys Vestment

Will increase efficiency of all heals and power regeneration on the character.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2a – Erinys Mending

Persistent health regen that stacks with other regeneration.

Object Timer: Permanent

Restriction: Item Level 10

Ability 2b – Erinys Power

Power regen persistent regen that stacks with other regeneration.

Object Timer: Permanent

Restriction: Item Level 10

Bonuses:

Hits- 40

Intelligence- 15 (piety for Midgard)

Constitution- 15

Crush resist- 5

Spirit resist- 5

Energy resist- 5

Spell range- 5

Spell piercing- 5



Snatcher

| Creatures | Location | Goal |
|--|--------------------------|-------------|
| Azar, salamander, enthralled taur, siam-he plebian | Typhon's Reach: 46k, 31k | Defeat Azar |

Backstory

An efreet has claimed the bracers known as Snatcher for her own, and she will use all of her magic to keep anyone from taking them. The origin of the bracers is unknown, but it is suspected to have been the work of a great Atlantean craftsperson.

Encounter

This encounter should require up to two full groups of players between 45 and 50.

Azar spawns on one of the islands in Volcanus. Every 20 minutes, she may teleport to one of two other islands to either side of her starting island. She will behave differently on each of the islands.

First Island: Salamanders

On Azar's first island, she walks among a bunch of salamanders. Should anyone approach her, she will tell the salamanders to attack. She will then use a ranged radius and cast spells at players from a distance.

Second Island: Taurs

On Azar's second island, she will summon up five enthralled taurs to help her. They have a 60% chance to intercept any attacks on her. She and they all use axes and styles. Additional, she cannot be hit at by ranged attacks while at this location.

Third Island: Siam-he

On Azar's third island, she will change her icon and name to match the siam-he plebians in the area. She will also fully populate the island with siam-he plebians. She does not use any spells or styles in this form, but she can, and will, call for help from any of the nearby siam-he, who will come to her aid.

Snatcher

Class Restrictions: Useable by all.

Level Restrictions: 45

Ability 1 – Bounty Hunter

The player gains 5% more bounty points.

Object Timer: Permanent once active

Restriction: Item Level 5

Ability 2 – Realm Hunter

The player gains 5% more realm points.

Object Timer: Permanent once active

Restriction: Item Level 10

Bonuses:

Hits Cap- 40

Constitution Cap- 5

Dexterity Cap - 5

Crush resist- 4

Slash resist- 4

Thrust resist- 4

Armor factor- 8

Fatigue bonus- 4



Artifact Encounters:

Aerus

Aerus Artifact Encounters

Cloudsong

| Creatures | Location | Goal |
|-------------------------------|---------------------------|-----------------------------------|
| Eramai, Destin, Aerus Statues | Green Glades: 34k, 24k | Obtain the music box; Kill Eramai |

Backstory

They legends say that the Atlanteans were like gods and that their architecture, art and music were without rival. And of all their achievements, the greatest of all was the building of a city in the clouds. This feat awed the world. There was nothing like it anywhere. After the first city in the clouds they built many more throughout their kingdom.

In admiration of these cities, a singer of great renown created a diamond pendant in the shape of the first cloud city. Jahonis, for that was his name, imbued the pendant with the ability to transport from anywhere in the ten kingdoms into the first cloud city. When the cataclysm began and he realized that he and his beloved city were doomed, he found a spot high up in the city where he could see the fires burning into the night. Clutching his pendant, he sang a song to the pendant about the cloud city, Atlantis, and the loss the world would face with its destruction. When his song ended, he walked to the edge of the city and jumped just as the cloud city began to break apart and fall. The pendant attempted to use its magic as Jahonis fell, but the magic failed. But then, the pendant did something even Jahonis could not have predicted. It sought another source of magic.

The only reliable magic during Atlantis' destruction was the planes. For some reason, while the magic wavered and shook, and while planes suffered the same traumatic weather and seismic forces present in the world, the magic still stood. The pendant sought the magic out, found it, and brought Jahonis there. The trip was not smooth, and Jahonis was badly injured during the magical portion, since most

magic was being disrupted. He was beyond healing, and the pendant, sensing its owner's death, sang to Jahonis all the songs it had ever heard, plus a tune he had never heard. This was the tune the pendant played in Jahonis' mind as he died. It was the most beautiful thing he had ever heard, and Jahonis just may been the only Atlantean to die with a smile and a sense of peace.

The pendant remained on Jahonis' corpse for hundreds of years, until a passing centaur unearthed it. Moved by the beauty of it, the centaur wore it and passed it down to his family. Over the years since, it has been stolen, retrieved and hoarded... a treasure beyond compare.

Encounter

This encounter will probably take about one full group. It begins with Eramai, a centaur in the Green Glades.

When you speak with Eramai, he will tell you about the pendant, which he will trade for a music box created by an NPC in Aerus Haven. The NPC's name is Destin. He will craft you a music box if given the proper materials.

Destin resides in Aerus Haven where he can be seen wandering around town. Speak to him and he'll tell you that he can, indeed, craft the music box you seek, but that he needs materials that that can only be found on Aerus Statues. In exchange for the job Destin asks that you bring him enough materials for two music boxes. He explains to players that they must bring him one Large Block of each material or two Small Blocks. These statues can be found in the four corners of the Green Glades.



Cloudsong (cont.)

You'll find the statues in four camps at different spots in the Green Glades. You will need to bring back both marble and bronze blocks, and there should be a mix of each type of statue in the camps.

All you need to do, once you have been given the quest, is to kill the appropriate type of statue, which will then drop the block you need. However, the way the encounter is intended, the kind of block it drops depends on the killing blow. If the blow is from a melee weapon, the statue will drop a Large Block. If the killing blow is from any other type of damage, it will drop a Small Block, of which you will need two.

Return to Destin with the required materials and hand them to him in order to receive your music box. Then return to Eramai and give him the music box. Not surprisingly, he decides to keep both the music box and the pendant, so you know what you have to do.

It's best to attack Eramai when he is on the part of his path farthest from the centaur camp. That way you have a better chance of avoiding adds. When you hit Eramai with slashing damage, he seems to take considerable offense to it and casts a PBAOE each time.

The hardest part of this quest is that, although the pendant will drop every time Eramai is killed, it will break into pieces three out of four times. You only have a 25% chance of getting the pendant. Moreover, Eramai only spawns four times a day, so getting this artifact can prove frustrating.

If you have completed all other parts of this encounter, but died fighting Eramai or did not get the pendant when you killed him, you can return to Destin and he will give you another music box, perhaps because he doesn't like the idea of you being ripped off. At any rate, you can kill Eramai again by giving him the music box again.

If Eramai is killed prior to being given the music box he will drop the pendant, but it will shatter into several pieces every time.

Cloudsong Cloak

Class Restrictions: Useable by all Casters, all Healing classes, and Valewalkers.

Level Restrictions: 45

Ability 1 – Feet Like a Feather

This will negate a certain amount of falling damage.

Object Timer: 15 minutes

Restriction: Item Level 2

Ability 2 – Aura of Magic

This ability increases the range and spell penetration by 5% of all realm casters in a 1000 unit radius.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Power Percentage- 5

Acuity- 12

Acuity Cap- 5

Casting Haste- 5

Buff Bonus- 5

Armor Factor- 8

Power Cap- 5



Artifact Encounters: Aerus

Foppish Sleeves

| Creatures | Location | Goal |
|------------------------------------|---|---------------|
| Suralle, Atherno, Kasora, Bergopes | Arbor Glen: 52.3k, 8.6k Green Glades: 6k, 12k; 10k, 17k; 12k, 12k | Kill Bergopes |

Background

There was a scholar of Atlantis who achieved great notoriety for his brilliant works on everything from the sciences and magic of the day to philosophical ponderings on governments, the gods and the advancement of the Atlantean race above all others. He had one severe disadvantage, however. He was a slow thinker. He mulled matters over and over in his mind until he eventually came to the solution or to a working theory.

Many of this scholar's peers were quick-minded, and impatient with the way he worked, slowly mulling over every fact, slowly coming to a conclusion, silently dismissing it, and then, finally, after a lengthy interval, speaking his conclusions. He even spoke slowly, which also drove people to frustration. This would not have been such a problem had he not been the most brilliant of them. The Atlanteans prided themselves on their brilliance, and they certainly couldn't dismiss their most brilliant of all. But, being brilliant scholars in their own right, they came up with a brilliant solution.

The brilliant and notorious scholar was famous for wearing foppish clothing whenever he met with his peers, so the other thinkers had some foppish sleeves made for him... with some magical alterations that sped up the wearer's thought process. The scholar took them gratefully and wore them, never noticing the change, since he didn't pay any attention to such matters. The only thing he did remark upon, on occasion, was that his peers seemed to be so much the friendlier, and the gatherings he attended seemed to involve many more topics than usual.

Foppish Sleeves

Class Restrictions: Useable by Casters, Stealthers (not Minstrel), Friars, Bards, Berserkers, Savages, Blademasters & Valewalkers

Level Restrictions: 50

Ability 1 – Chink in the Armor

This ability is a short term weapon resistance debuff.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Stupefy

Casts a debuff on the opponent that will reduce all stats.

Restriction: Item Level 10

Bonuses:

Melee Version:

Constitution, Quick, or
Strength – 15
Crush or Slash resist- 5
Cold or Spirit resist- 5
Constitution or
Strength Cap- 5
Dexterity or
Quickness- 15
Dexterity or Quickness
Cap- 5
Hits- 40

Caster Version:

Dexterity- 15
Slash resist- 5
Thrust resist- 5
Dexterity Cap- 5
Intelligence/Piety- 15
Intelligence/Piety Cap- 5
Power Percent- 6



Foppish Sleeves (cont.)

The scholar died before Atlantis fell, and his peers, saddened at his loss, placed the hat on his grave. At some point in the night a swift wind picked it up and carried it off, and most believe today that the Foppish Hat fell into the planes when the cloud city fell.

Encounter

Somehow, the Foppish Sleeves ended up in the possession of a Cyclops named Bergopes. And Bergopes cannot be killed by ordinary means. If you attempt to kill it with a normal attack, you will not be able to get it below half health, and he'll give you a lot of trouble even to get that far.

The secret to killing this Cyclops involves the powers of the gorgon—specifically, the gorgon's gaze. So you will have to kill either Suralle, Atherno or Kasora and sever the head of that gorgon to bring to the battle with Bergopes. OK. But it isn't going to be that easy.... Here's what you have to do:

In any order, you must go into Oceanus and fight tritons for a rare drop—Kerubis' Scythe—then you'll have to hunt centaurs for the Kibisis, a bag that can preserve the gorgon's head for up to six minutes. With these implements in hand, you will have to kill a gorgon.

If you have both the scythe and the bag in your inventory, you'll get the gorgon's head when you kill it. Then, for the next six minutes, the head will bleed, with a message every 10 seconds. This bleeding will spawn an iaculus that will aggro only on the player carrying the head. The iaculus will die in five minutes if it is not attacked.

You must take the head to Bergopes and "use" the head on it. This will remove the creature's special powers and allow you to kill it. However, once you land the first damaging blow, a 15 minute timer begins. If you have not killed Bergopes within 15 minutes, he will regain his powers and you will not be able to kill him. In all likelihood, he'll kill you.

The key to this encounter is speed. Once you have obtained the head, you must go quickly to the Cyclops and use it. Once you attack Bergopes, you must kill him quickly.



Artifact Encounters: Aerus

Shield of Khaos

| Creatures | Location | Goal |
|--|-------------------------------|------------------|
| Chief Creon, centaur impaler, centaur archer, centaur healer, centaur arcanist, centaur naturalist, centaur patron, centaur barkeep, centaur smith | Green Glades: 19.9k, 41.6k | Kill Chief Creon |

Backstory

The Shield of Khaos was once a component of an elaborate machine used to harness the wind. When some of the sky cities fell, some of the machines were smashed, their parts sent flying in various directions. A clan of centaurs found the elaborately decorated and magically imbued object. Not knowing that it was supposed to have been a blade for a windmill, the clan chief took it as his shield. The shield has been passed down from chief to chief over the generations. It is now in the hands of the current chief, Creon.

Encounter

This encounter will require between one and two full groups of 50s.

The encounter takes place at the center of the centaur village. Normally, the village just has randomly wandering centaurs. In the forge/tavern at the centaur of the village, players will find patrons having a few cold ones or playing darts, smiths at work in their forges, and the barkeep trying to keep everything clean. Chief Creon wanders around near the tavern, sometimes coming inside and sometimes remaining outside.

When you attack Creon, the outlying structures will each spawn one centaur of varying class types (impalers, archers, healers, arcanists, naturalists). These centaurs will come to help Creon. Every 40 seconds afterwards, the structures will each spawn one more. This will repeat until at max of 10 centaurs per structure has spawned (or a total of 50 centaurs). And that number doesn't include those in the tavern or wandering around the village.

Creon is a full tank. He wears armor and is slightly resistant to slash, thrust and spirit damage, but slightly vulnerable to crush and energy damage. He wields a great sword and shield.

The best strategy against Creon is to kill him as fast as you can, before his reinforcements add up to overwhelming numbers.

Shield of Khaos

Class Restrictions: Useable by Tanks, Paladins, Reavers, Thanes, Champions.

Level Restrictions: 45

Ability 1 – Khaos Gift

A lifetap DoT that will give the player a total of 150 hits while damaging the opponent for 150 hits (dur 30, damage 25 per tick, return 100%).

Object Timer: 15 minutes

Restriction: Item Level 10

Ability 2 - Storm of Khaos

This spell causes a storm that will affect all opponents within range, causing damage to them, and giving them a chance to miss and have spells affect them more.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Hit Points- 40

Fire resist- 3

Spirit resist- 3

Armor Factor- 8

Shield Skill- 3

Hit Cap- 32

Melee Haste- 5



Enyalios Boots

| Creatures | Location | Goal |
|---|-------------------------|--------------------------|
| Enyalio's First Guardian, Enyalio's Second Guardian, Behrooz the Jinni, First Guardian's Projection, Second Guardian's Projection | Arbor Glen: 31k, 54k | Kill Enyalio's guardians |

Backstory

After a long and successful career as a military leader, Enyalio was killed in a large battle. His father had a memorial him created in Aerus to honor him and placed his boots in a magically sealed chest, watched over by two guardians. Enyalio's father admired his son and determined that anyone who could demonstrate a similar level of heroism and prowess should have the boots. Even though many of the floating Aerus islands fell, the memorial and the chest remained intact.

Encounter

Warning: This encounter is all about riddles, and some of them are pretty obscure.

Spoiler follows...

This encounter is intended for one or two full groups of 50s. It begins at Enyalio's memorial, when you speak to the First Guardian (a heiracosphinx), who will speak to you in somewhat unintelligible language, saying "The guerdon awaits the laudable entity who conveys the answer of this conundrum before our falconiformic oculi. Do you wish to hear?" Listen to what he has to say, but if you're curious, the translation of what he first says is, roughly, "The reward awaits the worthy person who brings the answer of this riddle before our falcon/eagle-like eyes. Do you wish to hear?"

Next, the First Guardian offers a "What am I?" riddle. The answer to the riddle requires players to capture a monster named Behrooz the Jinni. Here's the interpretation:

I am lucky. It's in my name.

Behrooz is a Persian name that means Lucky.

Controlling the air is but a game.

The jinn are djinn of air (like efreet are djinn of fire).

I ride the winds in silver light.

He comes out when the moon is up (at night).

Never noon am I in sight.

He never spawns during the day.

My strength is great, my magic mighty.

He's a respectably tough boss who can both melee and cast spells.

Until the vessel, then I'm flighty.

The vessel is a Small Crystalline Phial that can be found off of centaurs, Cyclopes, and gorgons.

My life, you see, is ne'er sans rules.

This relates to the myth that djinn can be captured.

Because of this even simpleton fools,

Because of the rules that govern the djinn, even common people can do this.

Are given the means to bind my power.

The "simpleton fools" can contain the otherwise powerful jinni.

Then all I can do is sit and glower.

Once bound, the jinni is at the whim of the one who captured him.

One thing in hand is all they need,

If the "simpleton fool" just happens to have the one item (the Phial).

When they fight me and succeed.

The item (Phial) needs to be in the person's inventory when they defeat Behrooz.

Resigned I am to follow the law,

Once captured, he's not going to fight it.

But wishes granted are a myth in flaw.



Artifact Encounters:

Aerus

Enyalios Boots (cont.)

He doesn't grant wishes.

"... Your eyes have been cleared, and you will now be able to find the vessel that you will need to solve that which was passed to your ears. Someone in Aerus is bound to have that which you seek."

At this point, you must fight gorgons, Cyclops or centaurs, with a 5% chance that a "Small Crystalline Phial" will drop. This is what you need to capture the Behrooz the Jinni. Multiple players can take on this quest and all get the phial at the same time.

Behrooz is a djinn of air and will tend to use air-based and confusion spells. He is slightly resistant to melee, void/cold, air/spirit and energy attacks. He is more vulnerable, however, to matter/earth attacks.

You can find Behrooz somewhere in the wooded areas of Arbor Glen, but only between the hours of midnight and 3am. You must find him and defeat him in battle. When you do so, anyone in the battle who has a Small Crystalline Phial in their inventory will "see a small puff of purple smoke" and the phial will become a "Phial Containing Behrooz."

With Behrooz in the phial, you must return to the First Guardian and interact again. He will say, "You solved the riddle, proving yourself worthy enough to attempt the next phase of the test. **[Are you ready to continue?]** If you are, then you will need to be prepared to fight immediately."

At this point, you can back out or click the highlighted text to continue. Once you decide to continue, the two guardians will begin "concentrating." They will create mental projections of themselves that walk to the center of the temple. Once there, they will aggro on you, but they can't be attacked until then.

The First Guardian is very resistant to crush, thrust, cold, body, and energy magic but is essentially neutral to slash, heat, matter, or spirit.

The First Guardian's Projection uses a lot of debuffs, mez and stuns. The Second Guardian's Projection uses cold-based spells and DoTs.

The Second Guardian has the exact opposite resistances. They both use a variety of abilities and spells, and they will not leave the temple.

When both guardians have been killed, a Key to Enyalio's Chest will drop. You can use this key to open the chest in the center of the room. If, for some reason, the chest is not there, which could happen if someone got the key and then left without opening it and then someone else came and did the encounter later, you can speak with the First Guardian again and the chest will respawn. The guardians will always be up.

Enyalios Boots

Class Restrictions: All wearers of Studded or above.

Level Restrictions: 45

Ability 1 – Courage of Enyalio

Frustrates the opponent and causes them to miss more often.

Restriction: Item Level 5

Ability 2 - Speed of Air

This spell is a run speed buff.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Strength or Dexterity- 15

Hits- 40

Strength or Dex Cap- 5

Dex or Con Cap- 5

Hit Cap- 40

Body resist- 5

Armor Factor- 10



Wings Dive

| Creatures | Location | Goal |
|--------------|--------------------------|------------|
| Keres, cobra | Arbor Glen: 3.3k, 57k | Kill Keres |

Backstory

There was a celebration the day Atlantis fell. (There were often celebrations in Atlantis in its prime.) In the planes, in Aerus above the clouds, Callidora, wife of the third king, Ardrastos, was going to jump off the cloud city and then float back up using the cushions of air that helped keep the city floating. Normally, she would bounce off the dense air pockets and the air would buffet her gently back up. Callidora was the only Queen who would ever do this. She was the daughter of a proud and noble family, and had completed the Trials herself. This was one of her favorite sports.

This day, she would do the jump for her son, Ardrastos, who had died several years ago. Whenever she performed this feat, she wore a lovely pair of leggings once crafted by her son. These leggings were infused with a magic, and it is said that anyone who saw them would gasp in awe.

Callidora dove beautifully and those gathered for the celebration all peered over the edge and applauded. She hit the dense air pocket and twisted and rolled, in preparation for the shocking impact of the stream of air that would help her float up into the currents and take her safely home. But she barely touched the stream, passing through where she should have hit “solid” air. Up above, Crown Prince Erastus, just turned 15, watched and waited, and the crowds fell silent. Callidora did not rise above the clouds. Then, in surreal slow motion, the city itself began ripping apart. The magic that held the city up was wavering. Atlantis was falling.

Encounter

This encounter should require one or two full groups.

Keres is a Gorgon who hangs around some ruins in Aerus. She has the leggings and will not give them up without a fight. You must fight her. This fight can be easy, but you want to avoid using bleed styles. Also, it gets more complicated if anyone dies.

Keres has the ability to turn players to stone, and to lifetap nearby enemies. If she manages to kill a player, cobras will spawn from their corpse. If a player inflicts any type of bleed damage on Keres, a cobra will spawn for each tick of the bleed damage, which can become a big problem.

Wings Dive Leggings

Class Restrictions: All wearers of Studded or above.

Level Restrictions: 45

Ability 1 – Cushion of Air

This ability will reduce damage from falling.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 – Air Heal

Reactive proc, small AoE heal over time.

Restriction: Item Level 10

Bonuses:

Fire or Body resist- 6

Cold or Energy resist- 6

Spirit resist- 5

Hit Cap- 40

Armor Factor- 12

Fatigue- 6

Artifact Encounters:

Aerus

Flamedancer's Boots

| Creatures | Location | Goal |
|-----------|----------------------------|--|
| centaurs | Arbor Glen: 27.4k, 7.4k | Obtain the Aerus Truesight Potion; Kill the waves of centaurs |

Backstory

Cyrell was a highly skilled armorsmith. He and his brother Bence would spend their days crafting armor for the tenth king of Atlantis. While Bence preferred to work in cloth and leathers, Cyrell loved working with all kinds of metal. He would often work on making metal armor that was very lightweight so the wearer would not become fatigued.

King Kiron asked Cyrell to forge a pair of boots for his son, Chiron. The boots were to be of the lightest metal and be enchanted to protect Chiron's feet from lava among other things. Cyrell spent many days and nights forging the boots. When they were done, Chiron donned them and set out for Volcanus. Along the way he became lost and ended up in Aerus where he was attacked and killed by cyclops. A passing winged centaur found the prince's body and returned it to King Kiron. The king, saddened by his son's death, had a statue of his son crafted and placed in Aerus. He had the boots sealed inside the base of the statue and charged the winged centaurs to guard it. From that day, a group of centaurs have always guarded the statue, although they have long forgotten why.

Encounter

If you find the statue of Chiron, you might notice that you can't see anything unusual about it, other than that it is guarded by a bunch of centaurs who don't seem to like you being there. In order to penetrate the secret of the statue, you must obtain the Aerus Truesight Potion from the volgrons in the Heart of Volcanus dungeon. When a player with the potion approaches the statue, waves of centaurs will pour out and the potion will be automatically used up. Defeating all the centaurs will allow the player who had the

potion to see the door in the base of the statue, open it, and obtain the Flamedancer's Boots.

There are three waves of centaurs:

1. Warriors and scouts
2. Warriors, scouts and mages
3. Warriors, scouts, mages, healers and sages

Flamedancer's Boots

Class Restrictions: Wearers of Cloth and Leather only.

Level Restrictions: 45

Ability 1 – Dirge of Dodging

Frustrates the opponent and causes them to miss more often.

Restriction: Item Level 5

Ability 2 - Speed of Air

This spell is a run speed buff.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Melee Version:

Constitution- 15
Hit Points- 40
Constitution Cap- 5
Quickness Cap- 5
Hit Cap- 40
Body resist- 5
Armor Factor- 10

Caster Version:

Intelligence/Piety- 15
Hits- 40
Intelligence/Piety Cap- 5
Dexterity Cap- 5
Hit Cap- 40
Body resist- 5
Armor Factor- 10



Jacina's Sash

| Creatures | Location | Goal |
|---------------------|-------------------------|------------|
| Cyclopes and Narkis | Arbor Glen: 15k, 12k | Kill Cyrek |

Backstory

You can find Narkis, the centaur, lurking among the trees in Arbor Glen. He will tell you about the Cyclops named Cyrek in the gorge to the north. Narkis doesn't like Cyrek at all, but Cyrek stole Jacina's Sash, from the centaurs, and he likes to flaunt it. Jancinna was a young Atlantean who was friends with the centaurs. Every day she would brave the dangers of the planes to travel to Aerus and spend time with her friends. There was one centaur she was particularly fond of, for he would take her on rides upon his back. Jacina wanted to give him a present to show her gratitude for his friendship. Jacina took a length of a fine fabric and stitched designs into it, creating a sash imbued with magical properties that would increase the wearer's natural abilities. Jacina was on her way to deliver the present to her friend when she was attacked by a Cyclops. Although she fought hard, the Cyclops was stronger than she was and killed her. It took the sash meant for the centaur. That centaur was one of Narkis' ancestors, and has been stolen back by the centaur and Cyclops for years, back and forth.

Encounter

This encounter involves finding a way to kill Cyrek; however, it is near impossible to sneak into the gorge where the Cyclops hang out. Effectively, the game has ways of locating you even when you are outside the normal aggro range of the Cyclops in the area, and you will find anywhere from three to six monsters after you when you are discovered. The secret is to keep that number minimal.

Because there are so many cyclopes in the gorge, charging in is suicidal for all but a full zerg. The best way to handle this encounter is to take small groups at a time, advance to the location of each group as you fight it. If you pull them, you risk having new enemies respawn behind you and aggro. Fighting each group in its place should prevent that.

There are two named Cyclops in the gorge—Balasi and Cyrek. If you make it to Balasi, he has a few extra tricks, notably that he can call in healers (cyclops eranos) from another area to help protect him. He will tend to do this when he gets below 25% health.

These healers will temporarily come to his aid, then return to their original locations if not killed. Strategically, this works to your advantage, because you can kill these two healers now, and they won't be available later to help Cyrek. However, Balasi also has two healers of his own, so you will want to take them out, too, before Balasi gets down to 25% of his health.

Cyrek's defense bonus is set based on how many followers he has. If he has a full compliment of seven followers he will have a 0% defense bonus. Each time one of Cyrek's followers dies his defense bonus will go up. When he has zero followers his defense bonus is 90% making him much tougher. In Cyrek's case it is actually a good idea to focus on killing him immediately after slaying his two healers (if that wasn't done in the Balasi encounter already) so his defense bonus is minimized.



Artifact Encounters: Aerus

Jacina's Sash (cont.)

Cyrek's defense bonus works like this:

- 0 followers—90%
- 1 follower—75%
- 2 followers—60%
- 3 followers—45%
- 4 followers—30%
- 5 followers—15%
- 6 or 7 followers – no bonus



Jacina's Sash

Class Restrictions: Useable by all Casters and healing Classes.

Level Restrictions: 45

Ability 1 – Arcane Siphon

The spell ability will give the caster a chance of casting a spell and have the power cost reduced to nothing.

Object Timer: Stays on once activated.

Restriction: Item Level 5

Ability 2 – Fountain of Health

PBAoE Heals IL.

Object Timer: 15 minutes

Restriction: Item Level 10 (Healer only)

Ability 2 – Fountain of Power

PBAoE Power heal.

Object Timer: 15 minutes

Restriction: Item Level 10 (Pure caster only)

Bonuses:

Buff Bonus- 6

Spell Duration- 6

Power Percent- 5

Power Cap- 5

Spell Range- 5

Spell Piercing- 6



Braggart's Bow

| Creatures | Location | Goal |
|---------------------------|---------------------------|-------------|
| Karise's Guardian, Karise | Green Glades: 43k, 15k | Kill Karise |

Backstory

There were many skilled archers in Atlantis, but it was generally agreed that Karise was the best archer of her time. She had a secret, however—a magical bow. But she was boastful, and once a visiting god overheard her. Irritated at her arrogance, he challenged her to a contest.

They agreed each to fire one arrow and the one who came closest to the bull's-eye would win. The god went first and just barely missed getting a bull's-eye. He laughed because he did not think a mere human, even if she was an Atlantean, could do better, but to his surprise Karise's arrow struck the exact center of the target. Outraged, he grabbed the bow out of Karise's hands. She managed to snatch it back, but the damage was already done. The god had sensed the magic in the bow and knew he had been tricked. Karise fled Atlantis, but the god caught up with her in Aerus and cursed her, turning her into a statue which still stands in Aerus.

Encounter

Ten pillars surround Karise's statue, each with a dormant statue. These statues cannot be killed or even attacked if Karise is not there.

When Karise spawns, the statues wake up and will attack players who come within their aggro range. But they still can't be killed. Only Karise can be killed. She is vulnerable to magical damage and resistant to melee damage, and when she is struck by melee she will sometimes switch her defensive shield proc to a different damage dealing type. Magic does not cause a damage shield change.

Karise has ten control links and energy beams pulsing outward from her. These links are what keep the statues surrounding her attacking and animated. If you can attack the control links and kill them, the statues will stop shooting, but you have to kill all ten. The control link residing in front a given statue is linked to that specific statue.

Control links will shoot out an AE damage spell if they are

hit with magical damage quite often. This effectively prevents you from using pbaoe to kill them too easily.

Once its control link is severed, however, a statue will go dormant again. Then you must kill Karise to complete the encounter. Destroying the control links will make this far more possible.

Braggart's Bow

Class Restrictions: All bow users.

Level Restrictions: 45

Ability 1 – Arrows of Flight

Summons 50, either Keen (slash), Impact (blunt) or Impaling (thrust), Arrows of Flight into your inventory.

Object Timer: 15 minutes

Restriction: Item Level 5 & Bow Users only.

Ability 2 - Arrows of Flame

Is a duration based proc spell, that will turn any arrow fired into an AoE dd spell.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Dexterity Cap- 6

Quick Cap- 5

Archery Haste- 2

Fatigue- 5

Arrow Damage- 3

Arrow Range- 4

Bow Skill- 3



Artifact Encounters: Aerus

A Gift Of Love

| Creatures | Location | Goal |
|--|---------------------------------------|------------|
| Danos, Flimnos, Hadrios, Syrix, centaur patroller, centaur impaler, centaur archer, centaur healer, centaur arcanist, centaur naturalist | Green Glades: 25k, 13k or 33k, 25k | Kill Danos |

Backstory

Aloeus was to become the husband of a brave female warrior named Nikolia. But being only a poor humble baker, he wanted to honor his bride with a present worthy of her status and skills.

He had a magical vest crafted—light but strong, and studded with different metals and four gems. The smith told Aloeus that each gem would grant Nikolia a special power. The ruby would supplement her strength, the sapphire would keep her healthy, the emerald would give her an advantage with any weapon she used, and the amethyst would give her a magical shield.

But jealousy would ruin his gesture. Ellice, Aloeus' assistant at the bakery stole the vest and fled to Aerus, but Nikolia followed her there and told her friends, the centaurs, of Ellice's treachery. In the battle to recover the vest, Ellice was killed, but Nikolia was also mortally wounded. Aloeus was heartbroken. He left the vest with the centaurs and asked them to keep it safe.

Encounter

This encounter is designed to require two to three full groups, and involves two centaur camps and a boss called Danos who has three named guards: Flimnos (tank), Hadrios (healer) and Syrix (caster). You will have to kill Danos to complete the encounter.

Danos moves around during the day, and it will help to know his itinerary:

- In the morning (0501-18:00), he will be at the first camp at approximately 25.1k, 13.7k.
- In the evening (18:01-05:00), he will be at the second camp at 33.3k, 25.4k. His named guards always with him.

Gift of Love

Class Restrictions: Useable by all.

Level Restrictions: 45

Ability 1 – Aura of Armoring

Reactive armor factor tap, debuffs target's AF by 50 and buffs player's AF by 50.

Restriction: Item Level 5

Ability 2 – Essence Consumption

Duration based Reactive lifetap DoT.

Restriction: Item Level 10

Bonuses:

Caster Version:

Hits- 40
Intelligence/Piety- 18
Intelligence/Piety Cap- 4
Dexterity- 15
Dexterity Cap- 4
Spell Damage- 4
Spell Range- 4

Melee Version:

Hits- 40
Strength- 18
Strength Cap- 4
Dexterity- 15
Dexterity Cap- 4
Melee Damage- 4
Style Damage- 4

Hybrid Version:

Hits- 40
Strength- 18
Strength Cap- 4
Dexterity- 15
Dex Cap- 4
Melee Damage- 4
Style Damage- 4
Casting Haste- 4
Spell Range- 4

Wherever he is, there will also be five extra patrollers, which respawn very quickly. If you can kill Danos you will get the vest.

By himself, Danos is weak, other than some styles and some bonuses to offense and defense. But when you add his three guards, it's a different story. The best strategy may be to take out Hadrios first, since he'll tend to stay in the back and heal the others. After that, take out Syrix, then Flimnos. Danos should be no problem after that, but be aware that the centaur patrollers respawn quickly and can gain aggro from far away.



The Cyclops' Eye

| Creatures | Location | Goal |
|--------------------------------|-------------------------|---|
| Cyclopes, Kertom, Kleps, Klops | Arbor Glen: 34k, 18k | Get the Cyclops Eye Shield from whichever Cyclops has it |

Backstory

Siromos was a skilled smith of Atlantis who specialized in making shields. He was commissioned by the cousin of the third king of Atlantis to create a special shield. The king's cousin had defeated a mighty cyclops and had taken its eye. He wished the eye to be placed in the center of the shield so that its magic would be unleashed upon his enemies. Siromos agreed to make the shield for the king's cousin.

Unfortunately the king's cousin was all brawn and very little brains. He never asked Siromos to add any way to control the magic into the shield. Siromos had enough sense to cover the eye while he made the shield, and the king's cousin kept the shield covered until he reached the lands of Aerus. When he uncovered the shield, the magic of the eye knocked the men with the king's cousin unconscious. At that point the cyclops attacked and mortally wounded the shield's bearer. The local centaurs chased the cyclops off, but the warrior still died. The centaurs took the shield and placed it upon a statue on a floating area to taunt the Cyclops, but subsequent to the fall of Atlantis, that area has fallen.

Encounter

This encounter can require as little as one group or as many as three, depending on the strength of the group and the strategy used. Basically, there's an easy strategy and one that ends up being far more complex.

When you approach the fallen piece of the sky city you see a group of six Cyclops at the base of the ramp, which leads up to the area where Kertom can be found. These Cyclops wish to obtain the Cyclops Eye Shield but are

afraid of the guardian statues above. You can walk pass these Cyclops without being attacked, however it will make the encounter more difficult later if you ignore them now.

If you kill the Cyclopes below (the best strategy), then you will have free access to Kertom and will not have to fight the bronzed and stone guardians. The guardians are protecting the shield from the group of cyclopes below, not from you, and they will not come to life if you kill the cyclopes first.

When any player kills Kertom the shield will drop. At that point, however, any once neutral Cyclops below become aggressive and will attack players when they exit the ramp.

In the event that the Cyclops camp is not cleared and the bronzed and stone guardians are all killed, but the players die to Kertom himself—any currently spawned Cyclops in the group below will charge Kertom and attempt to kill him. If they succeed they will take the shield and run to the nearby wooded area.

During this transition, you can attempt to kill the Cyclops with the shield and loot it. If the Cyclops makes it to its destination, the battle becomes tougher still as you will have to face two level 74 Cyclops named Kleps and Klops. One of these two will randomly be given the shield. You have to kill the named Cyclops holding the shield in order to loot it. These guys are tougher than Kertom.



Artifact Encounters: Aerus

The Cyclops' Eye (cont.)

If you do kill the shield holder (Kleps or Klops) the encounter will begin again from the beginning the next time Kertom spawns. If you die to Kleps/Klops, the shield will remain on them until they are defeated (or until the server is rebooted). Kertom will not spawn again if the shield is currently in the hands of any of the Cyclops.

The Cyclops' Eye

Class Restrictions: Not useable by Casters, Hunters, & Valewalkers.

Level Restrictions: 45

Ability 1 - Stealth Lore

Characters with stealth and stealth lore spell ability become harder to see, and characters without stealth gain a small chance to see a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2 - Greater Realm Lore

Allows the player to know the relative power and class of the target. As a result the target has a reduced chance to hit and damage.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses:

Hits- 40

Fire resist- 5

Matter resist- 5

Body resist- 5

Spirit resist- 5

Armor Factor- 8

Hit Cap- 32





Artifact List and Scroll Drops

In order to complete any artifact quest, you must find all three associated scrolls and bring them to the appropriate researcher along with the artifact. Scrolls drop of specific mobs, and only specific mobs will drop each of the three scrolls you need. This list shows you the name of the associated scrolls and which mobs drop them.

Oceanus Artifacts & Scrolls

| Egg of Youth | | |
|---|---|---|
| Scroll Name: Egg of Youth | Book: Complete Egg of Youth | |
| <u>Scroll 1</u> Naxos tidal trooper, Naxos sentinel | <u>Scroll 2</u> Naxos cultivator, Naxos suppressor | <u>Scroll 3</u> Naxos spirit caller, Naxos spirit mage |
| Traldor's Oracle | | |
| Scroll Name: Traldor's Oracle | Book: Completed Dichorotory's Dissertation | |
| <u>Scroll 1</u> Skyros sky mage, Skyros guros | <u>Scroll 2</u> Skyros spearfisher, Skyros harpooner | <u>Scroll 3</u> Skyros deepblade, Skyros peltast |
| Staff of the God | | |
| Scroll Name: Staff of God | Book: Staff of the God's Tale | |
| <u>Scroll 1</u> Naxos focused, Naxos spirit caller | <u>Scroll 2</u> Naxos ambusher, Naxos skulker | <u>Scroll 3</u> Naxos staghorn, Naxos waveslasher |
| The Eternal Plant | | |
| Scroll Name: Eternal Plant | Book: Eternal Plant Guide | |
| <u>Scroll 1</u> Melos defender, Melos frenzied blade | <u>Scroll 2</u> Melos soulrender, Melos execrator | <u>Scroll 3</u> Melos priest, Melos monk |
| Spear of Kings | | |
| Scroll Name: Spear of Kings | Book: Spear of King's Tale | |
| <u>Scroll 1</u> Naxos mender, Naxos wave rider | <u>Scroll 2</u> Naxos tetrarch, Naxos traveller | <u>Scroll 3</u> Naxos umbral conjurer, Naxos shaman |
| Phoebus' Harp | | |
| Scroll Name: Phoebus' Letters | Book: Phoebus' Harp Tale | |
| <u>Scroll 1</u> Naxos focused, Naxos tidal razorfin | <u>Scroll 2</u> Naxos shaman, Naxos razorfin | <u>Scroll 3</u> Naxos frostblade, Naxos tidal trooper |

Artifact Encounters: Scrolls

Oceanus Artifacts & Scrolls (cont.)

| Aten's Shield Scroll Name: Champion's Notes Book: Remus' Story | | |
|--|---|---|
| Scroll 1 Skyros stalker, Skyros camouflager | Scroll 2 Skyros nullifier, Skyros stormbringer | Scroll 3 Skyros nullifier, Skyros sea mage |
| Winged Helm Scroll Name: Inscribed Stone Book: Complete Thoughts of Hermes | | |
| Scroll 1 Melos earth razer, Melos priest | Scroll 2 Melos soulrender, Melos execrator | Scroll 3 Melos Guardsman, Melos defender, Melos weapon master, Melos frenzied blade |
| Goddess' Necklace Scroll Name: Dianna Letter Book: Dianna's Tragic Tale | | |
| Scroll 1 Skyros typhoon, Skyros swiftfin | Scroll 2 Skyros trapper, Skyros breaker | Scroll 3 Skyros waylayer, Skyros drifter |
| Atlantis Tablet Scroll Name: Atlantis Tablet Book: Atlantis' Magic Tablets | | |
| Scroll 1 Naxos tetrarch | Scroll 2 Naxos frostblade, Naxos rymester | Scroll 3 Naxos mender, Naxos umbral conjurer |
| Ceremonial Bracers Scroll Name: Arbiter's Papers Book: Abriter's Personal Papers | | |
| Scroll 1 Melos weapon master, Melos guardsman | Scroll 2 Melos monk, Melos protector | Scroll 3 Melos blade warrior, Melos weapon master |
| Ring of Dances Scroll Name: Public Notice Book: Journal of Public Notices | | |
| Scroll 1 Melos kinetic mage, Melos glacial mage | Scroll 2 Melos exemplar, Melos wave hammer | Scroll 3 Melos golem summoner, Melos harper |
| Oglidarsh's Belt Scroll Name: Oglidarsh's Scrolls Book: Oglidarsh the Half-Giant's Story | | |
| Scroll 1 Skyros stormbringer, Skyros monitor | Scroll 2 Skyros peltast, Skyros tidal soldier | Scroll 3 Skyros nullifier, Skyros sea mage |



Oceanus Artifacts & Scrolls (cont.)

| Belt of the Sun | | | Scroll Name: Scholar's Notes | Book: Belt of the Sun | | |
|--|--|---|--------------------------------|---|--|--|
| Scroll 1 Skyros tidal warrior, Skyros breaker | | Scroll 2 Skyros trapper, Skyros camouflager | | Scroll 3 Skyros sky mage, Skyros guros | | |
| Belt of the Moon | | | Scroll Name: Belt of the Moon | Book: Belt of the Moon | | |
| Scroll 1 Skyros sea mage, Skyros sky mage | | Scroll 2 Skyros stormbringer, Skyros spearfisher | | Scroll 3 Skyros stalker, Skyros camouflager | | |
| Traitor's Dagger | | | Scroll Name: Wall Glyph Pieces | Book: Complete Book of Glyphs | | |
| Scroll 1 Skyros tidal soldier, Skyros tidal warrior | | Scroll 2 Skyros stalker, Skyros drifter | | Scroll 3 Skyros trumpeter, Skyros swiftfin | | |
| Harpy Feather Cloak | | | Scroll Name: Bellona's Diary | Book: Bellona's Diary | | |
| Scroll 1 Melos exemplar, Melos execrator | | Scroll 2 Melos revitalizer, Melos wave hammer | | Scroll 3 Melos deep scout, Melos monk | | |
| Kalare's Necklace | | | Scroll Name: Kalare's Memoirs | Book: Kalare's Memoirs | | |
| Scroll 1 Skyros monitor, Skyros trumpeter | | Scroll 2 Skyros typhoon, Skyros tracker | | Scroll 3 Skyros harpooner, Skyros spearfisher | | |
| Crocodile's Tears Ring | | | Scroll Name: Tyrus's Epic Poem | Book: Tyrus' Epic Poem | | |
| Scroll 1 Naxos rymester, Naxos tetrarch | | Scroll 2 Naxos ambusher, Naxos skulker | | Scroll 3 Naxos marrow mage, Naxos dark-bringer | | |
| Night's Shroud Bracelet | | | Scroll Name: Dysis' Tablet | Book: Dysis' Tablet | | |
| Scroll 1 Naxos infector, Naxos tidal trooper | | Scroll 2 Naxos marrow mage, Naxos spirit mage | | Scroll 3 Naxos infector, Naxos sentinel | | |

Artifact Encounters: Scrolls

Oceanus Artifacts & Scrolls (cont.)

| Scepter of the Meritorious Scroll Name: Adnes' Letter Book: Adne's Bundled Letters | | |
|--|--|--|
| Scroll 1 Naxos focused, Naxos tidal razorfin | Scroll 2 Naxos suppressor, Naxos darkbringer | Scroll 3 Naxos frostblade, Naxos rymester |
| Mariasha's Sharkskin Gloves Scroll Name: Mariasha's Wall Book: Mariasha's Wall Section | | |
| Scroll 1 Skyros deepblade, Skyros harpooner | Scroll 2 Skyros tracker, Skyros waylayer | Scroll 3 Skyros trumpeter, Skyros tidal soldier |
| Arms of the Winds Scroll Name: Silvery/Bronze/Gold Fish Scale Book: Anthos's Fish Skin | | |
| Scroll 1 Melos golem master, Melos protector | Scroll 2 Melos gyre, Melos exemplar | Scroll 3 Melos manipulator, Melos mind wrangler |
| Eirene's Hauberk Scroll Name: Eirene's Journal Book: Eirene's Journal | | |
| Scroll 1 Melos deep scout, Melos spear fisher, | Scroll 2 Melos glacial mage, Melos manipulator | Scroll 3 Melos soulrender, Melos blade warrior |
| Alvarus' Leggings Scroll Name: Alvarus' Letter Book: Alvarus' Bundled Letters | | |
| Scroll 1 Naxos infector, Naxos dolphin hunter | Scroll 2 Naxos skulker, Naxos staghorn | Scroll 3 Naxos waveslasher, Naxos ambusher |
| Crown of Zahur Scroll Name: Advisor's Log Book: Advisor's Personal Log | | |
| Scroll 1 Melos frenzied blade, Melos guardsman | Scroll 2 Melos earth razer, Melos mind wrangler | Scroll 3 Melos defender, Melos revitalizer |
| Eerie Darkness Stone Scroll Name: Crafter's Pages Book: Crafter's Pages on Lightstones | | |
| Scroll 1 Melos revitalizer, Melos manipulator | Scroll 2 Melos kinetic mage, Melos harper | Scroll 3 Melos gyre, Melos protector |



Oceanus Artifacts & Scrolls (cont.)

| Bracelet of Zo'arkat Scroll Name: Apprentice Notes Book: An Apprentice's Works | | |
|--|---|--|
| <u>Scroll 1</u> Naxos mender, Naxos dolphin hunter | <u>Scroll 2</u> Naxos cultivator, Naxos staghorn | <u>Scroll 3</u> Naxos wave rider, Naxos traveller |
| Fool's Bow Scroll Name: Fool's Bow Book: Fool's Bow Tale | | |
| <u>Scroll 1</u> Melos golem summoner, Melos golem master | <u>Scroll 2</u> Melos deep scout, Melos gyre | <u>Scroll 3</u> Melos spear fisher, Melos earth razer |

Stygia Artifacts & Scrolls

| Scorpion's Tail Scroll Name: Wooden Triptych Book: Complete Wooden Triptych | | |
|---|---|--|
| <u>Scroll 1</u> mausekhmet nomad | <u>Scroll 2</u> mausekhmet nomad | <u>Scroll 3</u> mau, maubastet priest, maubastet defender, mausekhmet nomad |
| Golden Spear Scroll Name: Spear's History Book: History of the Golden Spear | | |
| <u>Scroll 1</u> setian serf, setian slave, setian laborer | <u>Scroll 2</u> setian desert scout, setian laborer | <u>Scroll 3</u> setian, setian warrior, setian saut |
| Nailah's Robes Scroll Name: Nailah's Diary Book: Nailah's Diary | | |
| <u>Scroll 1</u> setian warrior, setian thunder trooper | <u>Scroll 2</u> setian sandstrutter, setian, setian tremorling | <u>Scroll 3</u> setian desert scout, setian tremorling, setian slave |
| Band of Stars Scroll Name: King's Vase Book: King's Vase | | |
| <u>Scroll 1</u> maubastet villager, maubastet craftsman | <u>Scroll 2</u> mausbastet entertainer, mau | <u>Scroll 3</u> mausekhmet nomad, mau |

Artifact Encounters: Scrolls

Stygia Artifacts & Scrolls (cont.)

| Crocodile's Tooth Scroll Name: Marricus' Journal Book: Marricus's Journal | | |
|--|---|--|
| <u>Scroll 1</u> setian, setian tremorling | <u>Scroll 2</u> setian sandstrutter, setian desert scout | <u>Scroll 3</u> setian warrior, setian saut, setian sandstrutter, setian desert scout |
| Snake Charmer's Weapon Scroll Name: Julea's Story Book: Julea's Story | | |
| <u>Scroll 1</u> setian serf, setian sandscryer | <u>Scroll 2</u> setian, setian sandscryer | <u>Scroll 3</u> setian warrior |
| Dream Sphere Scroll Name: Loukas' Journal Book: Loukas Journal | | |
| <u>Scroll 1</u> setian, setian sandscryer, setian sandstrutter | <u>Scroll 2</u> setian, setian warrior, setian sandstrutter | <u>Scroll 3</u> setian thunder trooper, setian warrior, setian desert scout, setian tremorling |
| Healing Embrace Scroll Name: Vara's Medical Log Book: Vara's Medical Log | | |
| <u>Scroll 1</u> maubastet defender, mausekhmet nomad | <u>Scroll 2</u> mausekhmet nomad | <u>Scroll 3</u> maubastet defender, maubastet craftsman, mau |
| Stone of Atlantis Scroll Name: Helenia's Letter Book: Helenia's Letters to Bence | | |
| <u>Scroll 1</u> setian desert scout | <u>Scroll 2</u> setian tremorling, setian desert scout | <u>Scroll 3</u> setian, setian laborer, setian sandstrutter |
| Scarab Wing Vest Scroll Name: Bence's Letter Book: Bence's Letters to Helenia | | |
| <u>Scroll 1</u> setian sandscryer, setian sandstrutter | <u>Scroll 2</u> setian tremorling, setian sandstrutter | <u>Scroll 3</u> setian sandscryer |



Volcanus Artifacts & Scrolls

| Ring of Fire | | |
|--|---|--|
| Scroll Name: Ring of Fire | | |
| Book: Ring of Fire | | |
| <u>Scroll 1</u> Setau Siam-he priest, Ausar Siam-he priest, Sahathor Siam-he priest | <u>Scroll 2</u> Setau Siam-he warrior, Taharga Siam-he warrior, Sahathor Siam-he warrior | <u>Scroll 3</u> Nebkare Siam-he priest, Taharga Siam-he priest, Kakheth Siam-he priest |
| Tartaros' Staff | | |
| Scroll Name: Tartaros' Gift | | |
| Book: Tartaros' | | |
| <u>Scroll 1</u> taur altheus, taur iater | <u>Scroll 2</u> taur sphaktes, taur machairo, taur koloios | <u>Scroll 3</u> taur craftsman, taur foreman, taur pit boss, taur scribe |
| Malice's Axe | | |
| Scroll Name: Story of Malice | | |
| Book: Malice's Axe | | |
| <u>Scroll 1</u> Nebkare Siam-he warrior, Ausar Siam-he warrior, Kakheth Siam-he warrior | <u>Scroll 2</u> siam-he portal priest, Nebkare Siam-he priest, Kakheth Siam-he priest | <u>Scroll 3</u> Setau Siam-he priest, Ausar Siam-he priest, Sahathor Siam-he priest |
| Flask | | |
| Scroll Name: Tale of a Flask | | |
| Book: Flask | | |
| <u>Scroll 1</u> enthralled taur, taur aristos, taur purphoros | <u>Scroll 2</u> taur craftsman, taur telete, taur warlord, taur magos | <u>Scroll 3</u> taur arieos, taur xenos, taur machetes |
| Battler | | |
| Scroll Name: Bane of Battler | | |
| Book: Battler | | |
| <u>Scroll 1</u> Nebkare Siam-he warlock, Ausar Siam-he warlock, Kakheth Siam-he warlock | <u>Scroll 2</u> Setau Siam-he warlock, Taharga Siam-he warlock, Sahathor Siam-he warlock | <u>Scroll 3</u> siam-he plebian, siam-he sacrificial escort, siam-he chanter, Taharga Siam-he priest |
| Bruiser | | |
| Scroll Name: Tale of Bruiser | | |
| Book: Bruiser | | |
| <u>Scroll 1</u> taur phulax, taur toxotes | <u>Scroll 2</u> taur guardian, taur elder, taur magos | <u>Scroll 3</u> taur skopos, taur spectator, taur suletor |
| Shades of Mist | | |
| Scroll Name: Regarding Shades | | |
| Book: Shades of Mist | | |
| <u>Scroll 1</u> siam-he portal priest, Nebkare Siam-he priest, Kakheth Siam-he priest | <u>Scroll 2</u> siam-he devotee | <u>Scroll 3</u> Nebkare Siam-he warrior, Ausar Siam-he warrior, Sahathor Siam-he warrior, Kakheth Siam-he warrior |

Artifact Encounters: Scrolls

Volcanus Artifacts & Scrolls (cont.)

| Scalars Gloves Scroll Name: Mad Tales Book: Scalars | | |
|---|--|---|
| <u>Scroll 1</u> taur guardian, taur sphaktes, taur koloios | <u>Scroll 2</u> taur altheus, tuar phulax | <u>Scroll 3</u> taur telete, taur purphoros, taur magos |
| Erinys' Charm Scroll Name: Song of Erinys Book: Erinys' Charm | | |
| <u>Scroll 1</u> Setau Siam-he priest, Ausar Siam-he priest, Taharga Siam-he priest | <u>Scroll 2</u> Nebkare Siam-he warlock, Sahathor Siam-he warlock, Ausar Siam-he warlock, Kakheth Siam-he warlock | <u>Scroll 3</u> siam-he plebian, siam-he prema, Setau Siam-he warrior, Taharga Siam-he warrior |
| Snatcher Scroll Name: Snatcher's Tale Book: Snatcher | | |
| <u>Scroll 1</u> taur arieos, taur machairo, taur xenos, taur machetes | <u>Scroll 2</u> taur scribe, taur iater | <u>Scroll 3</u> taur suletor, taur toxotes |

Aerus Artifacts & Scrolls

| Cloudsong Scroll Name: Cloudsong Book: Cloudsong | | |
|--|---|---|
| <u>Scroll 1</u> centaur impaler, centaur archer, centaur healer | <u>Scroll 2</u> centaur mage, centaur sage, centaur messenger | <u>Scroll 3</u> centaur advisor, centaur scout, centaur patroller, centaur guard |
| Foppish Sleeves Scroll Name: Foppish Sleeves Book: Foppish Sleeves | | |
| <u>Scroll 1</u> centaur commoner, centaur craftsman, centaur guard | <u>Scroll 2</u> centaur patroller, centaur spearman, centaur lookout | <u>Scroll 3</u> centaur scout, centaur hunter, centaur warrior, centaur healer |
| Shield of Khaos Scroll Name: Shield of Khaos Book: Shield of Khaos | | |
| <u>Scroll 1</u> centaur mage, centaur sage, centaur messenger | <u>Scroll 2</u> centaur advisor, centaur scout, centaur commoner | <u>Scroll 3</u> centaur patroller, centaur impaler, centaur archer, centaur healer |



Aerus Artifacts & Scrolls (cont.)

| Enyalios Boots | | | Scroll Name: Enyalios Boots | Book: Enyalios' Boots |
|--|--|---|----------------------------------|---|
| Scroll 1 centaur commoner, centaur craftsman, centaur guard | | Scroll 2 centaur patroller, centaur spearman, centaur lookout | | Scroll 3 centaur scout, centaur hunter, centaur warrior, centaur healer |
| Wings Dive | | | Scroll Name: Wings Dive | Book: Wing's Dive |
| Scroll 1 centaur mage, centaur sage, centaur messenger | | Scroll 2 centaur hunter, centaur warrior, centaur healer | | Scroll 3 centaur advisor, centaur scout, centaur patroller, centaur craftsman |
| Flamedancer's Boots | | | Scroll Name: King Kiron's Note | Book: King Kiron's Notes to Cyrell |
| Scroll 1 cyclops agnomon, krateros cyclops agnomon | | Scroll 2 krateros cyclops agnomon, cyclops epiphron, cyclops teuchester | | Scroll 3 cyclops teretes, cyclops skotos, cyclops basileus, cyclops apostates |
| Jacina's Sash | | | Scroll Name: Tarin's Animal Skin | Book: Tarin's Animal Skin |
| Scroll 1 cyclops agreus, cyclops agrotas, cyclops huleros | | Scroll 2 cyclops agnomon, krateros cyclops agnomon | | Scroll 3 krateros cyclops agnomon, cyclops epiphron, cyclops teuchester, cyclops teretes |
| Braggart's Bow | | | Scroll Name: Carved Tablet | Book: Carved Stone Tablet |
| Scroll 1 cyclops skotos, cyclops basileus, cyclops apostates | | Scroll 2 cyclops agreus, cyclops agrotas, cyclops huleros | | Scroll 3 cyclops agnomon, krateros cyclops agnomon |
| Guard of Valor | | | Scroll Name: Love Story | Book: A Love Story |
| Scroll 1 cyclops epiphron, cyclops teuchester, cyclops teretes | | Scroll 2 cyclops skotos, cyclops basileus, cyclops apostates | | Scroll 3 cyclops agreus, cyclops agrotas, cyclops huleros, cyclops agnomon |
| Cyclop's Eye | | | Scroll Name: Damyon's Journal | Book: Damyon's Journal |
| Scroll 1 cyclops agnomon, krateros cyclops agnomon | | Scroll 2 cyclops epiphron, cyclops teuchester, cyclops teretes | | Scroll 3 cyclops skotos, cyclops basileus, cyclops apostates, cyclops agreus |



Artifact Encounters: Leveling

Artifact Leveling

Once you have obtained an artifact and all three scrolls, then taken it to the scholar and activated it, you will have a powerful item. However, that is not the end of the tale. Artifacts, unlike most objects, can level up and grow more powerful. Similar to the Master Level experience, artifacts gain “experience” when you fight certain enemies while wearing or using them. Here is a list of mobs to fight for each artifact. There are a few exceptions for the Gaheris cooperative server, which are listed in a separate column. Unless otherwise noted, the mobs listed in the first column work for any server.

| Artifact | Regular and Mordred Ruleset | Gaheris Ruleset |
|-----------------------------|--|--|
| Oceanus Artifacts | | |
| Egg of Youth | Magical enemies | |
| Traldor's Oracle | Humanoid enemies | |
| Staff of the God | Skyros Order, Naxos Society, or Melos Alliance | |
| Eternal Plant | Insect enemies | |
| Spear of Kings | Magical enemies | |
| Phoebus' Harp necklace | Magical enemies | |
| Aten's Shield | Demon enemies | |
| The Winged Helm | Harpies | |
| Goddess' Necklace | Slaying magical enemies or enemies from another realm | Slaying magical enemies |
| Tablet of Atlantis | Sobekite Khu or sobekite Khem factions | |
| Ceremonial Bracers | Slaying enemies from other realms | Slaying any enemies in daylight in the frontiers |
| Ring of Dances | Slaying enemies who inhabit the dungeons of Shrouded Isles, or enemies from other realms | Slaying enemies who inhabit the dungeons of Shrouded Isles |
| Belt of Oglidarsh | Giant enemies | |
| Bracelet of Zo'arkat | Undead enemies | |
| Fool's Bow | Slaying enemies from other realms | Slaying humanoid enemies |
| Eerie Darkness Stone | Slaying enemies who inhabit Darkness Falls, or enemies from other realms | Slaying enemies who inhabit Darkness Falls |
| Belt of the Sun | Any enemies during daytime hours | |
| Belt of the Moon | Any enemies during nighttime hours | |
| Traitor's Dagger | Humanoid enemies | |
| Eirene's Hauberk | Many types of female enemies | |
| Alvarus' Leggings | Plant-like enemies | |
| Harpy Feather Cloak | Djinni, jinni, janni, & efreeti enemies | |
| Kalare's Necklace | Statue enemies | |
| Crown of Zahur (CASTERS) | Enemy Realm weapon classes | Sobekite Khu or sobekite Khem factions |
| Crown of Zahur (MELEE) | Enemy Realm magic users | Sobekite Khu or sobekite Khem factions |
| Crocodile's Tears Ring | Any enemies in foreign frontiers | |
| Night's Shroud Bracelet | Darkness Falls during nighttime hours | |
| Scepter of the Meritorious | Enemies from another realm who lurk in shadows | Demon enemies |
| Mariasha's Sharkskin Gloves | Atlantean sharks | |
| Arms of the Winds | Elemental enemies | |



Artifact Leveling (cont.)

| Artifact | Regular and Mordred Ruleset | Gaheris Ruleset |
|---------------------------|---|---|
| Stygia Artifacts | | |
| The Scorpion's Tail | Atlantean scorpions | |
| The Golden Spear | Atlantean gorgons and volurgons | |
| Nailah's Robes | People in the Image of Seth faction | |
| Band of Stars | Slaying enemies from another realm | Slaying enemies in the dark of night who inhabit the frontier regions |
| The Crocodile's Tooth | Atlantean crocodiles | |
| Snake Charmer's Weapon | Iaculi | |
| Dream Sphere | Stonehenge Barrows, Spindelhalla, Coruscating Mine | |
| A Healing Embrace | Any enemies while grouped with at least three allies | |
| Stone of Atlantis | Magical enemies | |
| The Scarab Wing Vest | Atlantean scarabs | |
| Volcanus Artifacts | | |
| Ring of Fire | Great Forge faction | |
| Tartaros' Staff | Races of primitive origin from another realm | Animals |
| Malice's Axe | Animals | |
| A Flask | Great Forge faction | |
| Battler | Races of arcane origin from another realm | Draconic enemies |
| Bruiser | Reptilian enemies | |
| Shades of Mist | Any enemies while solo | |
| Maddening Scalars | Any enemies in the frontiers | |
| Erinys' Charm | Many types of male enemies | |
| Snatcher | Realm enemy hybrids and fighters | Undead enemies |
| Aerus Artifacts | | |
| Cloudsong | Any enemies while in a full group of allies | |
| Foppish Sleeves | Devourers of Millions faction | |
| Shield of Khaos | Any enemies in foreign frontiers | |
| Enyalio's Boots | Dartmoor or Lyonesse, Malmohus or Raumarik, Sheeroe Hills or Cursed Forest, | |
| Wings Dive | Inishail Island, Modernagrav, Allta Fearann | |
| Flamedancer's Boots | Atlantean snakes | |
| Jacina's sash | Atlantean sphinxes | |
| Braggart's Bow | Atlantean snakes | |
| Guard of Valor | Hall of the Corrupt, Gruva av Dod, Marfach Caverns, or House of the Dead | |
| The Cyclops Eye | Atlantean cyclopean enemies | |





Chapter 7

Crafting in Atlantis

Player crafters in Atlantis have several new options, most importantly the ability to craft breathing potions that are superior to those available from merchants, and the ability to make the new Elemental Weapons, also known as Legendary Weapons. In this chapter, we offer the various formulae needed to create these items.

Breathing Potions

To make a breathing potion, you must have a skill of 750 in Alchemy. The formula is:

Pristine Nereid Scale + Flask of Water + Ceramic Flask = Breathing Potion

Elemental Weapons

One of the new items added with the *Trials of Atlantis* expansion is a set of powerful new weapons, called Elemental Weapons. These are sometimes also referred to as Legendary Weapons. They require high skill and the use of rare ingredients. We've included a chart of the weapons and their formulae.

Required skill: 1080.



Albion Formulae

Lithic Bishop's Mace

arcanium exceptional mace
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Bishop's Mace

arcanium exceptional mace
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Pyroclasmic Bishop's Mace

arcanium exceptional mace
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Bishop's Mace

arcanium exceptional mace
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Falchion

arcanium exceptional long sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Falchion

arcanium exceptional long sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Falchion

arcanium exceptional long sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Falchion

arcanium exceptional long sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Rapier

arcanium exceptional rapier
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Rapier

arcanium exceptional rapier
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Rapier

arcanium exceptional rapier
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Rapier

arcanium exceptional rapier
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Coffin Mace

arcanium exceptional hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Coffin Mace

arcanium exceptional hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Crafting in Atlantis

Pyroclasmic Coffin Mace

arcanium exceptional hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Coffin Mace

arcanium exceptional hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Short Sword

arcanium exceptional short sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Short Sword

arcanium exceptional short sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Short Sword

arcanium exceptional short sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Short Sword

arcanium exceptional short sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Stiletto

arcanium exceptional stiletto
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Stiletto

arcanium exceptional stiletto
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Stiletto

arcanium exceptional stiletto
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Stiletto

arcanium exceptional stiletto
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Great Hammer

arcanium exceptional great hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Great Hammer

arcanium exceptional great hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Pyroclasmic Great Hammer

arcanium exceptional great hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Great Hammer

arcanium exceptional great hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Great Sword

arcanium exceptional great sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Great Sword

arcanium exceptional great sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Great Sword

arcanium exceptional great sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Great Sword

arcanium exceptional great sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic War Pick

arcanium exceptional war pick
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous War Pick

arcanium exceptional war pick
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic War Pick

arcanium exceptional war pick
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic War Pick

arcanium exceptional war pick
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Lucerne Hammer

arcanium exceptional lucerne hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Lucerne Hammer

arcanium exceptional lucerne hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Crafting in Atlantis

Pyroclasmic Lucerne Hammer

arcanium exceptional lucerne hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Lucerne Hammer

arcanium exceptional lucerne hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Glaive

arcanium exceptional bardiche
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Glaive

arcanium exceptional bardiche
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Glaive

arcanium exceptional bardiche
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Glaive

arcanium exceptional bardiche
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Military Fork

arcanium exceptional partisan
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Military Fork

arcanium exceptional partisan
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Military Fork

arcanium exceptional partisan
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Military Fork

arcanium exceptional partisan
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Spiked Flail

arcanium exceptional chain
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Spiked Flail

arcanium exceptional chain
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Pyroclasmic Spiked Flail

arcanium exceptional chain
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Spiked Flail

arcanium exceptional chain
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Pick Flail

arcanium exceptional whip
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Pick Flail

arcanium exceptional whip
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Pick Flail

arcanium exceptional whip
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Pick Flail

arcanium exceptional whip
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Magus Staff

duskwood exceptional magus staff
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Magus Staff

duskwood exceptional magus staff
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Magus Staff

duskwood exceptional magus staff
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Magus Staff

duskwood exceptional magus staff
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Lithic Quarterstaff

duskwood exceptional quarterstaff
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Quarterstaff

duskwood exceptional quarterstaff
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards



Crafting in Atlantis

Pyroclasmic Quarterstaff

duskwood exceptional quarterstaff
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Quarterstaff

duskwood exceptional quarterstaff
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Lithic Long Bow

duskwood exceptional long bow
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Long Bow

duskwood exceptional long bow
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Long Bow

duskwood exceptional long bow
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Long Bow

duskwood exceptional long bow
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Midgard Formulae

Lithic War Hammer

arcanium exceptional pick hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous War Hammer

arcanium exceptional pick hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic War Hammer

arcanium exceptional pick hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic War Hammer

arcanium exceptional pick hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Long Sword

arcanium exceptional long sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Tempestuous Long Sword

arcanium exceptional long sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Long Sword

arcanium exceptional long sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Long Sword

arcanium exceptional long sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Double-Bladed Axe

arcanium exceptional double-bladed axe
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Double-Bladed Axe

arcanium exceptional double-bladed axe
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Double-Bladed Axe

arcanium exceptional double-bladed axe
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Double-Bladed Axe

arcanium exceptional double-bladed axe
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Great Club

arcanium exceptional great hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Great Club

arcanium exceptional great hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Great Club

arcanium exceptional great hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Great Club

arcanium exceptional great hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Great Sword

arcanium exceptional great sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Crafting in Atlantis

Tempestuous Great Sword

arcanium exceptional great sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Great Sword

arcanium exceptional great sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Great Sword

arcanium exceptional great sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Battleaxe

arcanium exceptional battleaxe
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Battleaxe

arcanium exceptional battleaxe
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Battleaxe

arcanium exceptional battleaxe
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Battleaxe

arcanium exceptional battleaxe
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic War Axe

arcanium exceptional hatchet
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous War Axe

arcanium exceptional hatchet
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic War Axe

arcanium exceptional hatchet
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic War Axe

arcanium exceptional hatchet
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Fang Greave

arcanium exceptional fang greave
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars



Tempestuous Fang Greave

arcanium exceptional fang greave
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Fang Greave

arcanium exceptional fang greave
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Fang Greave

arcanium exceptional fang greave
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Moon Claw

arcanium exceptional moon claw
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Moon Claw

arcanium exceptional moon claw
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Moon Claw

arcanium exceptional moon claw
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Moon Claw

arcanium exceptional moon claw
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Hooked Spear

arcanium exceptional hooked spear
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Tempestuous Hooked Spear

arcanium exceptional hooked spear
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Pyroclasmic Hooked Spear

arcanium exceptional hooked spear
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Benthic Hooked Spear

arcanium exceptional hooked spear
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanium metal bars

Lithic Composite Bow

duskwood exceptional composite bow
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards



Crafting in Atlantis

Tempestuous Composite Bow

duskwood exceptional composite bow
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Composite Bow

duskwood exceptional composite bow
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Composite Bow

duskwood exceptional composite bow
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Lithic Magus Staff

duskwood exceptional magus staff
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Magus Staff

duskwood exceptional magus staff
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Magus Staff

duskwood exceptional magus staff
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Magus Staff

duskwood exceptional magus staff
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Hibernian Formulae

Lithic Dire Hammer

arcnite exceptional mace
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcnite metal bars

Tempestuous Dire Hammer

arcnite exceptional mace
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcnite metal bars

Pyroclasmic Dire Hammer

arcnite exceptional mace
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcnite metal bars

Benthic Dire Hammer

arcnite exceptional mace
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcnite metal bars



Lithic War Adze

arcanite exceptional rapier
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous War Adze

arcanite exceptional rapier
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic War Adze

arcanite exceptional rapier
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic War Adze

arcanite exceptional rapier
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic Long Sword

arcanite exceptional long sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Long Sword

arcanite exceptional long sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Long Sword

arcanite exceptional long sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Long Sword

arcanite exceptional long sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic Hammer

arcanite exceptional hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Hammer

arcanite exceptional hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Hammer

arcanite exceptional hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Hammer

arcanite exceptional hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars



Crafting in Atlantis

Lithic Adze

arcanite exceptional stiletto
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Adze

arcanite exceptional stiletto
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Adze

arcanite exceptional stiletto
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Adze

arcanite exceptional stiletto
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic Short Sword

arcanite exceptional short sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Short Sword

arcanite exceptional short sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Short Sword

arcanite exceptional short sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Short Sword

arcanite exceptional short sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic Great Hammer

arcanite exceptional great hammer
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Great Hammer

arcanite exceptional great hammer
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Great Hammer

arcanite exceptional great hammer
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Great Hammer

arcanite exceptional great hammer
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars



Lithic Great Sword

arcanite exceptional great sword
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Great Sword

arcanite exceptional great sword
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Great Sword

arcanite exceptional great sword
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Great Sword

arcanite exceptional great sword
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic Battle Spear

arcanite exceptional battle spear
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous Battle Spear

arcanite exceptional battle spear
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic Battle Spear

arcanite exceptional battle spear
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic Battle Spear

arcanite exceptional battle spear
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Lithic War Scythe

arcanite exceptional war scythe
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Tempestuous War Scythe

arcanite exceptional war scythe
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Pyroclasmic War Scythe

arcanite exceptional war scythe
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars

Benthic War Scythe

arcanite exceptional war scythe
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
40 arcanite metal bars



Crafting in Atlantis

Lithic Recurve Bow

duskwood exceptional recurve bow
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Recurve Bow

duskwood exceptional recurve bow
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Recurve Bow

duskwood exceptional recurve bow
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Recurve Bow

duskwood exceptional recurve bow
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Lithic Magus Staff

duskwood exceptional magus staff
Dust of Creation
3 volatile Spirit arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Tempestuous Magus Staff

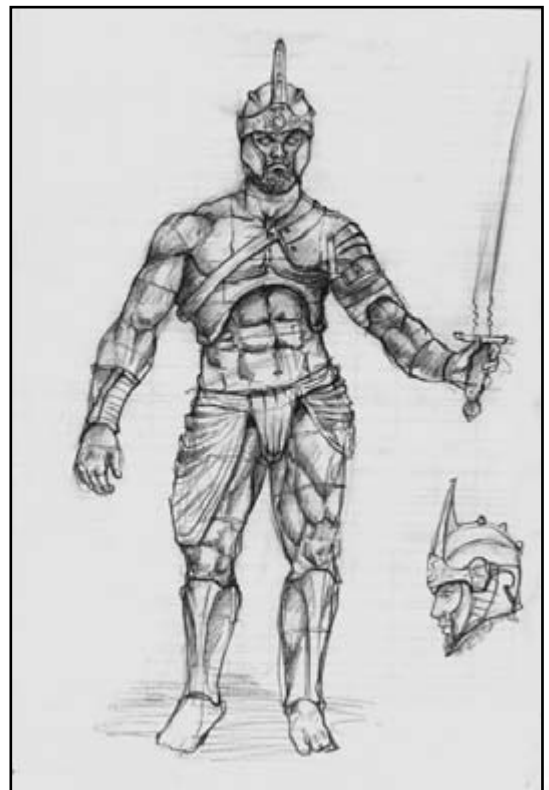
duskwood exceptional magus staff
Vial of Heavenly Breezes
3 volatile Energy arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Pyroclasmic Magus Staff

duskwood exceptional magus staff
Torch of Innovation
3 volatile Fire arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards

Benthic Magus Staff

duskwood exceptional magus staff
Cauldron of Vivifying Water
3 volatile Cold arcanium weapon tinctures
3 perfect earthen essence jewels
92 duskwood boards





Rare Elements

The rarest of components you can find in Atlantis are associated with the elements of earth, air, fire and water:

- Torch of Innovation (Fire)
- Dust of Creation (Earth)
- Vial of Heavenly Breezes (Air)
- Cauldron of Vivifying Water (Water)

These rare components are dropped by specific NPCs, as shown in the chart on this page.

| Rare Component Drops | | |
|----------------------|----------|-----------------------------|
| Name | Zone | Drops |
| Danos | Aerus | Vial of Heavenly Breezes |
| Karise | Aerus | Vial of Heavenly Breezes |
| Talos | Aerus | Vial of Heavenly Breezes |
| Lachlen | Aerus | Vial of Heavenly Breezes |
| Cyrek | Aerus | Vial of Heavenly Breezes |
| Bergopes | Aerus | Vial of Heavenly Breezes |
| Cetus | Oceanus | Cauldron of Vivifying Water |
| Medusa | Oceanus | Cauldron of Vivifying Water |
| Sinovia | Oceanus | Cauldron of Vivifying Water |
| Zahur | Oceanus | Cauldron of Vivifying Water |
| Runihura | Oceanus | Cauldron of Vivifying Water |
| Shadow Reaver | Oceanus | Cauldron of Vivifying Water |
| Martikhoras | Stygia | Dust of Creation |
| Gaurmaes | Stygia | Dust of Creation |
| Seti the Pharaoh | Stygia | Dust of Creation |
| Ammut | Stygia | Dust of Creation |
| Jomnaer | Stygia | Dust of Creation |
| Itet | Stygia | Dust of Creation |
| Battler | Volcanus | Torch of Innovation |
| Chimera | Volcanus | Torch of Innovation |
| Katorii | Volcanus | Torch of Innovation |
| Flame of Volcanus | Volcanus | Torch of Innovation |
| Siraadi | Volcanus | Torch of Innovation |
| High Priest Akil | Volcanus | Torch of Innovation |





Chapter 8

Atlantean Zones



In This Chapter

On the following pages, you will find maps of each major zone and dungeons, plus lists of NPCs and monsters found within those zones.

Zone Overview

There are four main zones in Atlantis: Oceanus, Volcanus, Stygia and Aerus. These are further divided into sub-zones as follows:

Oceanus

Hesperos
Mesothalassa
Notos
Boreal
Anatole

Stygia

Stygian Delta
Land of Atum

Aerus

Green Glades
Arbor Glen

Volcanus

Typhon's Reach
Ashen Isle

Each of the main zones is characterized by a specific terrain, which breaks down to earth, air, water and fire:

Oceanus - Water

Volcanus - Fire

Stygia - Earth

Aerus - Air

Dungeons

Each zone has at least one dungeon. These are:

Oceanus - Sobekite Eternal, Temple of Twilight

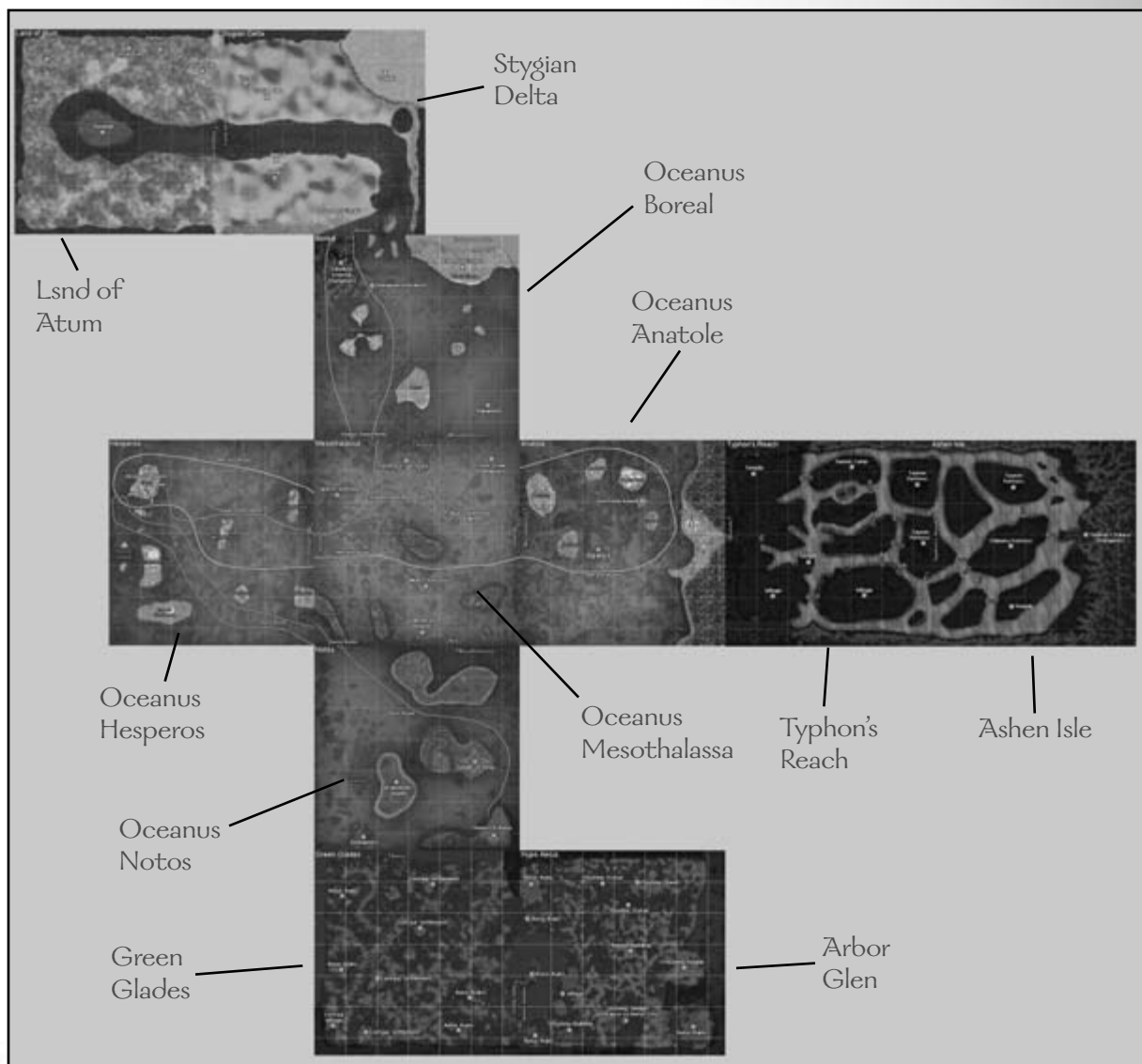
Volcanus - Heart of Volcanus

Stygia - Necropolis (Halls of Ma'ati)

Aerus - Aerus City



Atlantis Overview Map



Chapter 8

Zones: Oceanus

Oceanus

Your first destination in Atlantis will be Oceanus—specifically the Haven of Oceanus located in Oceanus Hesperos. However, there are five sub-zones in Oceanus, and you'll ultimately want to explore them all.

Zones

Oceanus is the largest of the main zones in Atlantis, and it is mostly covered with water. The five Oceanus zones are:

- Hesperos
- Mesothalassa
- Boreal
- Anatole
- Notos

Haven

The haven in Oceanus is located in Oceanus Hesperos at approximately 12k, 19k.

Dungeons

There are two dungeons in Oceanus:

- Sobekite Eternal (Oceanus Boreal: 17k, 17k)
- Temple of Twilight (Oceanus Notos: 17.2k, 65.1k)

Boat Routes

Boats run to and from Oceanus on a regular basis to Volcanus Haven, Stygia Haven and Aerus Haven.

Oceanus Factions

There are three factions in Oceanus that can be raised and each is made up of tritons and nereids. The names of the three factions are:

- the Skyros Order
- the Naxos Society
- the Melos Alliance

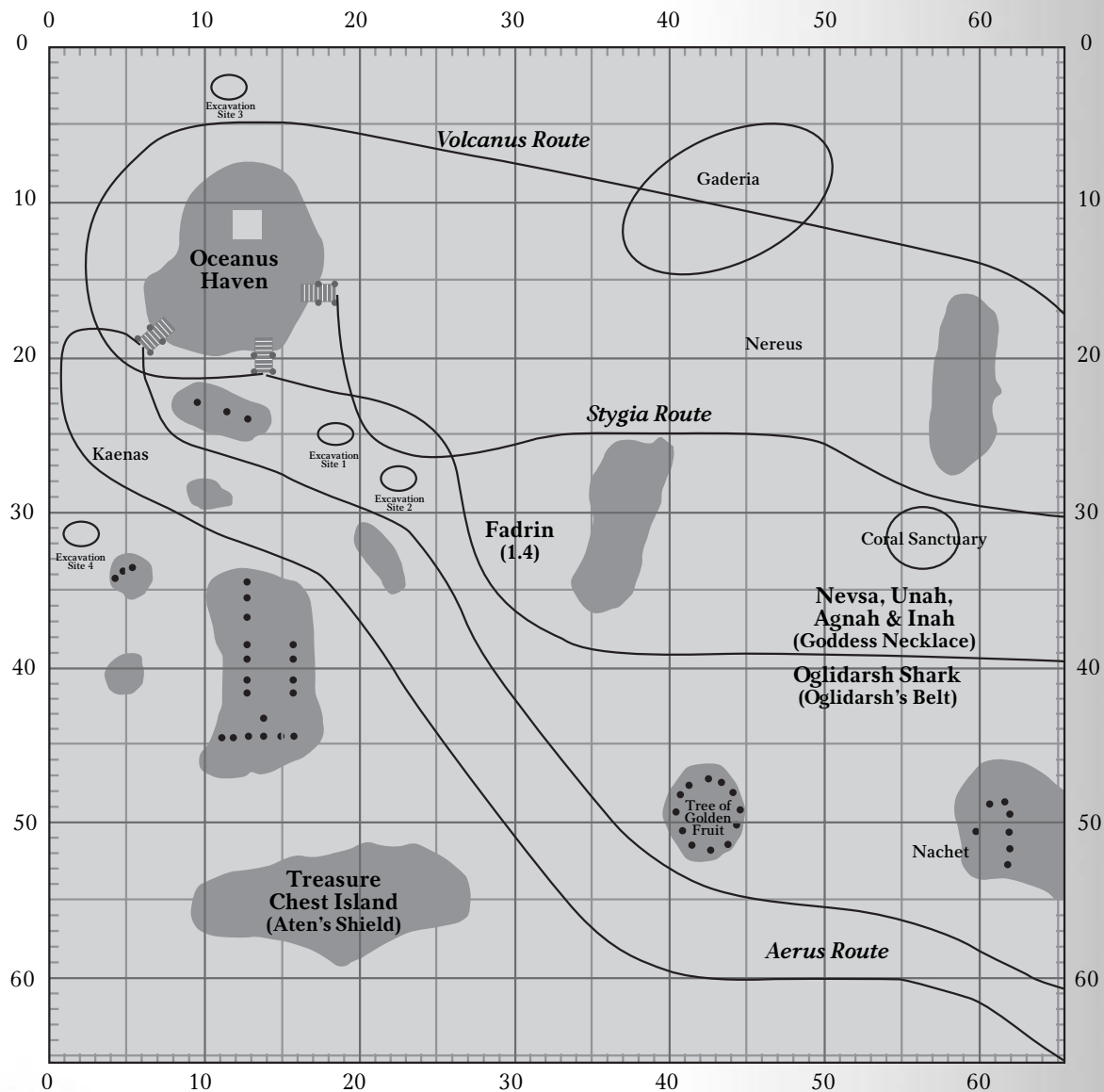
While once the three factions were one, they are now in opposition to each other, although what led to the splintering of the groups has been lost to time.

To raise your faction with one of the groups, hunt one or more of the opposing factions. Hunting a member of the Skyros Order will lower your faction with them but raise it with the Naxos Society and the Melos Alliance; hunting Naxos will raise Skyros and Melos, etc. You can also raise your faction with the three groups through a repeatable quest.

The faction quests are given out by three sisters on an island in Mesothalassa, in the center of the Oceanus zones. The Skyros Order quest is given out by the marid (water jinni) named Sirina, while her sister Noula gives out the Naxos Society quest. The Melos Alliance quest is given out by the third sister, Mylia. You can reach the sisters' island by boarding either one of the Pride of Volcanus boats and jumping off when the boat passes the island. Once you raise your faction to neutral with each group, you can obtain regular quests from NPCs found in the territories of each faction.



Oceanus Hesperos



Chapter 8

Zones: Oceanus

Oceanus Haven NPCs

| | | | | |
|-----------------|-----------------------|----------|-----------------------|---------------------|
| Brother Amergin | healer | A | Ikraam | tradeskill supplies |
| Solaire | recharger | L | Man-at-Arms Douglas | guard |
| Alton | enchanter | B | Soldier Carenza | guard |
| Zahara | smith | I | Woman-at-Arms Deryne | guard |
| Neotan | merchant – arrows | O | Soldier Abrar | guard |
| Amabelle | merchant – poison | N | Defender Olwynya | guard |
| Alloya | vault keeper | | Man-at-Arms Ferhat | guard |
| Nichaela | spellcrafting/alchemy | | Soldier Rydderch | guard |
| Hardin | alchemy | | Woman-at-Arms Beileag | guard |
| Macie | tradeskill supplies | | Defender Kelyn | guard |

| | | | | |
|-----------------|-----------------------|----------|-------------------|---------------------|
| Abi Gautsonn | healer | M | Canutus | tradeskill supplies |
| Ylwa Eddadottir | merchant—arrows | I | Beskytter Taaveti | guard |
| Domarr | merchant—poison | D | Soldat Jonna | guard |
| Baegseg | recharger | G | Forsvarer Kalervo | guard |
| Reikki | enchanter | A | Beskytter Agnethe | guard |
| Topias | smith | R | Soldat Lars | guard |
| Olavi | vault keeper | D | Forsvarer Vanja | guard |
| Harolda | spellcrafting/alchemy | | Soldat Vilfred | guard |
| Rogned | alchemy | | Forsvarer Gyrid | guard |
| Eyfura | tradeskill supplies | | Beskytter Jorgen | guard |

| | | | | |
|-----------|---------------------------|----------|------------------|---------------------|
| Baodan | healer | H | Sechnaill | tradeskill supplies |
| Laoghaire | vault keeper | I | Arreyder Kyran | guard |
| Airna | enchanter | B | Saighdear Kacea | guard |
| Ryley | recharger | E | Curaidh Druhan | guard |
| Odran | smith | R | Curaidh Kyllia | guard |
| Moreen | merchant – arrows | N | Arreyder Royan | guard |
| Torcaill | merchant – poison | I | Arreyder Talulla | guard |
| Camryne | spellcrafting and alchemy | A | Saighdear Creag | guard |
| Siarl | alchemy | | Saighdear Leslea | guard |
| Cabrina | tradeskill supplies | | Curaidh Aydyn | guard |



Hesperos Monsters

| Name | Level |
|-----------------------------|-------|
| Abi Gautsonn | 50 |
| aello harpy | 47 |
| Agnah | 44 |
| Aidoios | 65 |
| Airna | 50 |
| Alloya | 50 |
| Alton | 50 |
| Amabelle | 51 |
| amaoloi crocodile | 51,53 |
| amaoloi crocodile hatchling | 45 |
| amentia harpy | 38 |
| ancient bound djinn | 70 |
| Ancus | 44 |
| Apprentice Aegan | 45 |
| Apprentice Garrad | 45 |
| Apprentice Yian | 45 |
| Aten's spirit | 50 |
| atevo statue | 45,47 |
| baby scorpion | 42 |
| Baegseg | 50 |
| Baodan | 50 |
| barracuda | 43 |
| black crocodile | 49 |
| black crocodile | 51 |
| blackfin barracuda | 34,36 |
| blazing scarab | 46,48 |
| blue-side shark | 44 |
| bolos statue | 34 |
| Brother Amergin | 50 |
| Cabrina | 70 |
| Callia | 65 |
| Camryne | 70 |
| Canutus | 50 |
| Cerek | 46 |
| chasm shark | 46 |
| choker octopus | 38,40 |
| Cirillo | 34 |
| cold water stingray | 36,38 |
| common octopus | 30,32 |
| coral clipper barracuda | 46,48 |
| coral shark | 45 |

| Name | Level |
|------------------------|----------|
| Cvinda | 34 |
| Cynth | 42 |
| Dark Devilfish | 50 |
| Darklis | 44 |
| deep-chasm barracuda | 50,52 |
| deep-chasm crocodile | 52 |
| deep-chasm octopus | 50,52 |
| deep-chasm ray | 50,52 |
| deep-chasm shark | 48 |
| Delina | 36 |
| depthsinker ray | 44,46,48 |
| diver ray | 40,42 |
| Dockmaster Arnon | 51 |
| Dockmaster Arranen | 51 |
| Dockmaster Sinnoch | 51 |
| Dockmaster Stephens | 51 |
| Dockmaster Vebjorn | 51 |
| Dockmistress Ashilde | 51 |
| Dockmistress Syfleda | 51 |
| Dockmistress Vanoran | 51 |
| Dockmistress Vicana | 51 |
| Domarr | 51 |
| Doron | 34 |
| dust devil | 50 |
| elder wind elemental | 65 |
| Explorer Mareta | 50 |
| Explorer Yanna | 50 |
| Eyfura | 51 |
| Fadrin | 60 |
| gaderian citizen | 45,47 |
| Gaderian Leader | 50 |
| Gaderian Raider | 45 |
| giant scorpion | 52 |
| Gilia | 36 |
| greater iaculus | 52,54 |
| greater wind elemental | 60 |
| grouhnoord crocodile | 35 |
| Gyuri | 36 |
| hammerhead shark | 48-50 |
| Hardin | 51 |
| Harolda | 50 |

| Name | Level |
|------------------------------|-------|
| Heredo | 35 |
| Hero Aydyn | 70 |
| Hero Druhan | 70 |
| Hero Kyllia | 70 |
| Hero Kyran | 70 |
| Hero Royan | 70 |
| Hesper | 65 |
| hesperis | 50 |
| howling dust devil | 45 |
| howling elder wind elemental | 65 |
| howling minor wind elemental | 50 |
| howling grtr wind elemental | 60 |
| howling wind elemental | 55 |
| Ikraam | 51 |
| Inah | 42 |
| inferior marid | 36 |
| janni dust | 34 |
| Kaenas | 36 |
| Kelion | 45 |
| ketos | 48 |
| Khahet | 48 |
| Koryna | 47 |
| Laoghaire | 50 |
| large eel | 40 |
| Legendary Items Merchant | 50 |
| leopard shark | 43,47 |
| lesser janni | 36 |
| Loemaster Sigrod | 51 |
| Loemaster Torolf | 51 |
| Loemistress Agneta | 51 |
| Loemistress Brigha | 51 |
| Loemistress Brynya | 51 |
| Loemistress Vendela | 51 |
| Lykon | 36 |
| Macie | 51 |
| marble enforcer | 63 |
| mature scorpion | 47,49 |
| Mekkhu | 48 |
| Mercenary Beileag | 70 |
| Mercenary Deryne | 70 |
| Mercenary Ferhat | 70 |

Chapter 8

Zones: Oceanus

Hesperos Monsters (cont.)

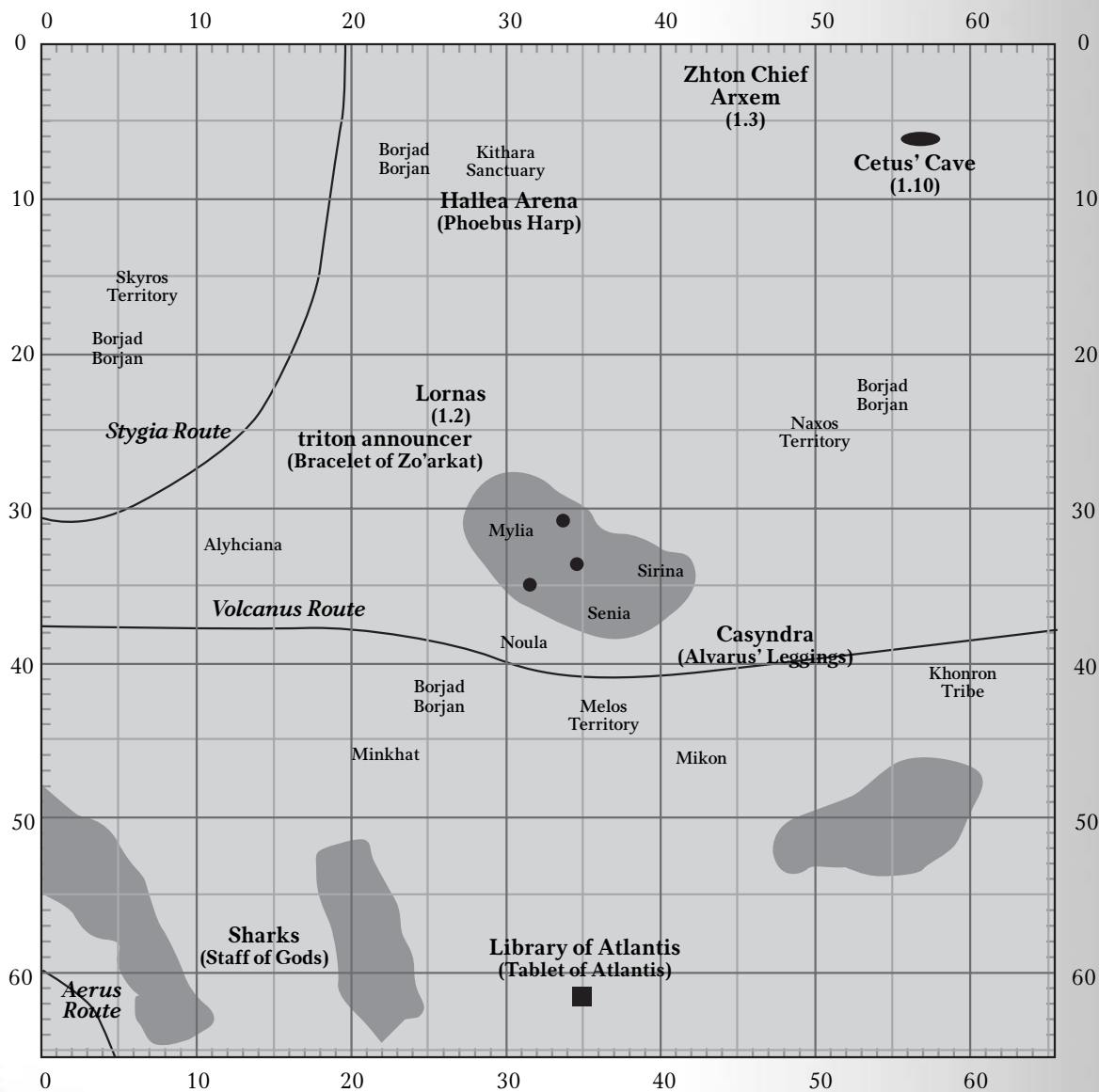
| Name | Level |
|----------------------|-------|
| Mercenary Kelyn | 70 |
| mikoos statue | 42,44 |
| miniature stingray | 30 |
| minor wind elemental | 50 |
| moray eel | 45 |
| Moreen | 51 |
| morphed barracuda | 44 |
| morphed octopus | 44 |
| morphed shark | 44 |
| morphed sting-ray | 44 |
| Nachet | 46 |
| Neotan | 51 |
| neriid dromkos | 50 |
| Nereus | 45 |
| net ripper barracuda | 42,44 |
| Nevsa | 42 |
| Nichaela | 51 |
| nihidlin scarab | 53,55 |
| Nikyo | 44 |
| odisse harpy | 34 |
| Odran | 50 |
| okypete harpy | 49 |
| Olavi | 50 |
| olemo statue | 49,51 |
| Oleta | 47 |
| Ora | 34 |
| Osoreos | 46 |
| overgrown statue | 51 |
| palios statue | 38 |
| Phedra | 34 |
| podarge harpy | 51 |
| Primary Lorekeeper | 51 |
| Primary Sage | 51 |
| Primary Scholar | 70 |
| red octopus | 6 |
| redtail triton | 40 |
| Riecki | 50 |
| Rogned | 50 |
| Ryley | 50 |
| Sage Dalach | 51 |
| Sage Kalin | 51 |

| Name | Level |
|-------------------------|-------|
| Sage Kelleigh | 51 |
| Sage Kiendra | 51 |
| Sage Lora | 51 |
| Sage Narvla | 51 |
| Saighdear Creag | 70 |
| Saighdear Kacea | 70 |
| Saighdear Leslea | 70 |
| Saighdear Talulla | 70 |
| sandbar nereid | 40 |
| Scholar Ashton | 51 |
| Scholar Colene | 51 |
| Scholar Jasmara | 51 |
| Scholar Khiall | 51 |
| Scholar Leron | 51 |
| Scholar Mailla | 51 |
| Sechnaill | 51 |
| Senia | 65 |
| sentinel | 69 |
| shallow water barracuda | 30,32 |
| shallow water shark | 42 |
| shell cracker octopus | 46,48 |
| Shipwright Higuel | 51 |
| Shipwright Maik | 51 |
| Shipwright Tonwena | 51 |
| shore-hugger stingray | 32,34 |
| Siarl | 70 |
| skinner octopus | 42,44 |
| sobekite khem kamu | 42-50 |
| sobekite khem komo | 42-50 |
| sobekite khem rager | 42-50 |
| sobekite khu kamu | 42-50 |
| sobekite khu komo | 42-50 |
| sobekite khu rager | 42-50 |
| Solaire | 50 |
| Soldat Gyrid | 70 |
| Soldat Jonna | 70 |
| Soldat Lars | 70 |
| Soldat Vilfred | 70 |
| Soldier Abrar | 70 |
| Soldier Carenza | 70 |
| Soldier Douglas | 70 |

| Name | Level |
|-------------------------|-------|
| Soldier Olwynna | 70 |
| Soldier Rydderch | 70 |
| Talen | 51 |
| Teaon | 46 |
| Teofyl | 34 |
| tiger shark | 45 |
| Topias | 50 |
| Torcaill | 51 |
| Traveler Marye | 50 |
| Traveler Salen | 50 |
| triton breosa | 50 |
| triton Iormoc | 50 |
| Unah | 44 |
| uraeus | 50 |
| uraeus | 51 |
| uraeus | 52 |
| Vanol | 46 |
| Wanderer Eleigha | 50 |
| Wanderer Nilaena | 50 |
| wandering jinni | 60 |
| Warrior Agnethe | 70 |
| Warrior Jorgen | 70 |
| Warrior Kalervo | 70 |
| Warrior Taaveti | 70 |
| Warrior Vanja | 70 |
| weaver octopus | 34 |
| white bottom barracuda | 38,40 |
| wind elemental | 55 |
| Ylwa Eddadottir | 50 |
| young amaoloi crocodile | 47,49 |
| Zahara | 50 |
| Zenas | 43 |



Oceanus Mesothalassa



Chapter 8

Zones: Oceanus

Mesothalassa Monsters

| Name | Level |
|----------------------|----------|
| Actanei | 51 |
| Alyciana | 44 |
| amentia harpy | 38 |
| ancient bound djinn | 70 |
| Belen | 50 |
| Borjad | 45 |
| Borjan | 45 |
| Bryseia | 49 |
| Calanthe | 52 |
| Casyndra | 50 |
| choker octopus | 38 |
| cold water stingray | 38 |
| deep-chasm barracuda | 50 |
| deep-chasm ray | 50,52 |
| diver ray | 40-42 |
| Dyoni | 46 |
| entranced barracuda | 45 |
| Eurios | 48 |
| Evios | 47 |
| Glycon | 46 |
| Gourogo the Champion | 80 |
| grouhnord crocodile | 35 |
| Guardian of Atlantis | 65, 75 |
| Hallea | 65 |
| Ikhet | 48 |
| jagger shark | 52 |
| ketos | 48,50,52 |
| Khahet | 48 |
| Khonorn | 65 |
| Khonorn's cohort | 50 |
| Koryna | 47 |
| Kosma | 65 |
| languorous octopus | 42 |
| Leusa | 45 |
| Linos | 75 |
| Lornas | 61 |
| Madua | 60 |
| Mekkh | 48 |
| Melos blade warrior | 44 |
| Melos deep scout | 44 |
| Melos defender | 50 |

| Name | Level |
|----------------------|--------|
| Melos earth razer | 49 |
| Melos execrator | 50 |
| Melos exemplar | 52 |
| Melos frenzied blade | 49 |
| Melos glacial mage | 51 |
| Melos golem master | 50 |
| Melos golem summoner | 44 |
| Melos guardsman | 50 |
| Melos gyre | 46 |
| Melos harper | 49 |
| Melos high priest | 55 |
| Melos high priestess | 55 |
| Melos kinetic mage | 46 |
| Melos manipulator | 52 |
| Melos mind mangler | 44 |
| Melos monk | 51 |
| Melos priest | 49 |
| Melos protector | 51 |
| Melos revitalizer | 52 |
| Melos soulrender | 46 |
| Melos spear fisher | 46 |
| Melos wave hammer | 52 |
| Melos Wave Master | 72 |
| Melos weapon master | 51 |
| Mikon | 49 |
| Mikon | 49 |
| Minkhat | 70 |
| Minkhat marauder | 52 |
| Moughart | 75 |
| Mylia | 60 |
| Mylia's Nereid | 40 |
| Naida | 43, 45 |
| Naida's Guard | 45 |
| Naxos ambusher | 44 |
| Naxos cultivator | 49 |
| Naxos darkbringer | 46 |
| Naxos dolphin hunter | 49 |
| Naxos focused | 46 |
| Naxos frostblade | 46 |
| Naxos Guard | 45 |
| Naxos high priest | 52 |

| Name | Level |
|-----------------------|-------|
| Naxos high priestess | 52 |
| Naxos infector | 46 |
| Naxos marrow mage | 47 |
| Naxos mender | 48 |
| Naxos rymester | 46 |
| Naxos sentinel | 48 |
| Naxos shaman | 48 |
| Naxos skulker | 46 |
| Naxos spirit caller | 48 |
| Naxos spirit mage | 44 |
| Naxos staghorn | 44 |
| Naxos suppressor | 44 |
| Naxos tetrarch | 46 |
| Naxos Tidal Lord | 72 |
| Naxos tidal razorfin | 47 |
| Naxos tidal trooper | 49 |
| Naxos traveller | 47 |
| Naxos umbral conjurer | 49 |
| Naxos wave rider | 47 |
| Naxos waveslasher | 46 |
| nereid deathweaver | 60 |
| nereid detonator | 70 |
| nereid dromkos | 50 |
| nereid expeller | 63 |
| nereid manaburner | 50 |
| nereid spellweaver | 45 |
| nereid wizard | 65 |
| net ripper barracuda | 42,44 |
| Nikoda | 46 |
| Noula | 60 |
| Noula's Triton | 40 |
| odisse harpy | 34 |
| Oleta | 47 |
| Pedaeus | 44 |
| Razorfin | 45 |
| redtail triton | 40 |
| Rizon | 47 |
| Rydallos | 46 |
| sandbar nereid | 40 |
| shell cracker octopus | 46,48 |
| Sirina | 60 |

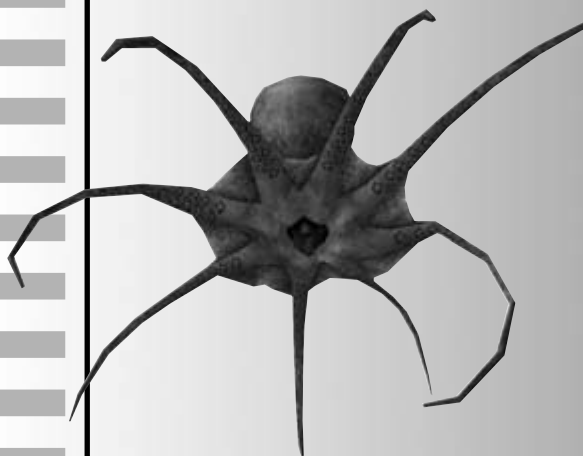


Mesothalassa Monsters (cont.)

| Name | Level |
|-----------------------|-------|
| Sirina's Nereid | 40 |
| skinner octopus | 42 |
| Skyros breaker | 44 |
| Skyros breaker | 44 |
| Skyros camouflager | 44 |
| Skyros deepblade | 42 |
| Skyros Dreadnaught | 72 |
| Skyros drifter | 45 |
| Skyros Guard | 44 |
| Skyros harpooner | 43 |
| Skyros harvester | 43 |
| Skyros high priest | 50 |
| Skyros high priestess | 50 |
| Skyros monitor | 46 |
| Skyros nullifier | 42 |
| Skyros peltast | 44 |
| Skyros reaper | 44 |
| Skyros sea mage | 42 |
| Skyros Sea Warrior | 44 |
| Skyros sky mage | 44 |
| Skyros spearfisher | 45 |
| Skyros stalker | 42 |
| Skyros stormbringer | 43 |
| Skyros swiftfin | 46 |
| Skyros tidal soldier | 44 |
| Skyros tidal warrior | 46 |
| Skyros tracker | 46 |
| Skyros trapper | 43 |
| Skyros trumpeter | 45 |
| Skyros typhoon | 45 |
| Skyros waylayer | 44 |
| sobekite khu kamu | 50 |
| sobekite khu komo | 42 |
| sobekite khu rager | 42 |
| Sollon | 48 |
| Thaos | 45 |
| Thieving Octopus | 65 |
| Tradman | 22 |
| triton abolisher | 73 |
| triton acaeus | 68 |
| triton annihilator | 73 |

| Name | Level |
|----------------------|-------|
| Triton Announcer | 65 |
| triton bodyguard | 70 |
| triton breosa | 50 |
| triton captain | 50 |
| triton commander | 65 |
| triton controller | 60 |
| triton deathweaver | 60 |
| triton defender | 50 |
| triton devastator | 70 |
| triton exterminator | 75 |
| triton fighter | 45 |
| triton general | 70 |
| triton gladiator | 63 |
| triton harbinger | 73 |
| triton healer | 50 |
| triton herbalist | 55 |
| triton juggernaut | 55 |
| triton life-creator | 75 |
| triton lifegiver | 65 |
| triton lormoc | 50 |
| triton mageslayer | 55 |
| triton mender | 45 |
| triton nullifier | 75 |
| triton officer | 63 |
| triton overseer | 75 |
| triton painbringer | 60 |
| triton ragebearer | 55 |
| triton reconstructor | 70 |
| triton rejuvenator | 73 |
| triton resurrector | 63 |
| triton shaman | 65 |
| triton soldier | 65 |
| triton spellweaver | 45 |
| triton strategist | 45 |
| triton wizard | 65 |
| triton woundsealer | 60 |
| triton zenes | 63 |
| Zhton ambush | 40 |
| Zhton Chief Arxem | 42 |
| Zhton dark mage | 38 |
| Zhton light mage | 39 |

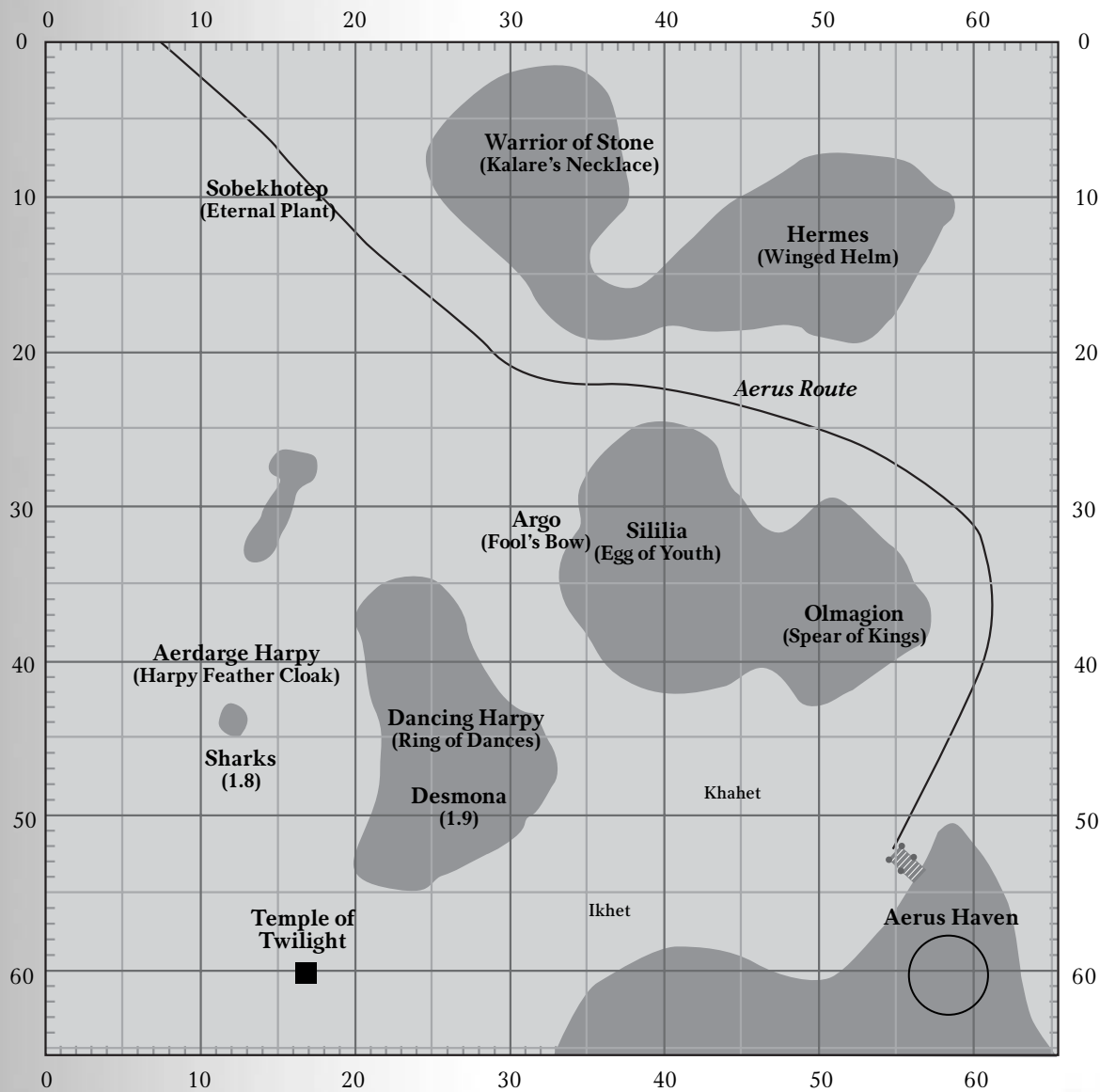
| Name | Level |
|--------------------|-------|
| Zhton tide drifter | 40 |
| Zoea | 65 |
| Zorion | 46 |



Chapter 8

Zones: Oceanus

Oceanus Notos





Notos Monsters

| Name | Level |
|-------------------------|----------|
| aello harpy | 47 |
| aerlarge harpy | 55 |
| Anselm | 50 |
| Apprentice Alice | 51 |
| Apprentice Noira | 51 |
| Apprentice Yager | 45 |
| argo | 50 |
| Arienh | 50 |
| Arlene | 51 |
| Aydin | 50 |
| azure shark | 70,72 |
| azure shark | 72 |
| barracuda | 43 |
| Basilus | 60 |
| Beyhan | 50 |
| Birget | 50 |
| blackfin barracuda | 34,36 |
| blue-side shark | 44 |
| Breward | 70 |
| Briona | 50 |
| Cacei | 50 |
| choker octopus | 38,40 |
| Ciramas | 65 |
| cold water stingray | 36,38 |
| coral clipper barracuda | 46,48 |
| Cvinda | 50 |
| Darowya | 50 |
| depthsinker ray | 44,46,48 |
| Desmona | 75 |
| desmona harpy | 55 |
| Destin | 51 |
| diver ray | 40,42 |
| Dockmaster Finnian | 51 |
| Dockmaster Jareth | 51 |
| Dockmaster Reynard | 51 |
| Dockmistress Daillin | 51 |
| Dockmistress Halia | 51 |
| Dockmistress Ledah | 51 |
| Edgan | 51 |
| Elika | 51 |

| Name | Level |
|---------------------------------|----------|
| Enar | 60 |
| Erland | 60 |
| Esbjorn | 60 |
| Explorer Petrar | 50 |
| fanatic of Sobekhotep | 50 |
| follower of Sobekhotep | 47 |
| frightening harpy | 43 |
| frustrated harpy | 50 |
| guardian harpy | 51 |
| hammerhead shark | 50,70,72 |
| harpy | 41 |
| Harpy of the Dance | 70 |
| harvest site sentry | 49 |
| Hedra | 51 |
| Henry | 51 |
| Hermes | 50 |
| Hermione | 50 |
| Hero Awena | 70 |
| Hero Donyarth | 70 |
| Hero Lyneth | 70 |
| Hero Sionn | 50 |
| Hjerton | 50 |
| Ikhet | 48 |
| intense greater dust devil | 55 |
| intense massive dust devil | 60 |
| intense minor dust devil | 50 |
| intense sup.-massive dust devil | 65 |
| Janika | 50 |
| Jowan | 70 |
| kelp ketos | 51 |
| ketos | 48,50,53 |
| Kevia | 50 |
| Khahet | 48 |
| Khrystena | 50 |
| Koryna | 47 |
| Leena | 50 |
| leopard shark | 43 |
| Lozemaster Pahr | 51 |
| Lozemistress Falya | 45 |
| Madron | 70 |
| Maissa | 50 |

| Name | Level |
|-------------------------|----------|
| marble automaton | 49 |
| marble fighter | 48 |
| marble figurine | 44 |
| marble statuette | 46 |
| Mekkhu | 48 |
| Mercenary Josiane | 70 |
| Mercenary Rannall | 70 |
| Mercenary Tayin | 70 |
| Minerva | 50 |
| miniature stingray | 30 |
| Mortufoghus | 80 |
| net ripper barracuda | 42,44 |
| okypete harpy | 49 |
| Oleta | 47 |
| Olmagion | 72 |
| Orjan | 51 |
| Peggy | 51 |
| pickhandle barracuda | 46 |
| podarge harpy | 51 |
| pristine statue | 40,43,45 |
| Psammous Statue | 50 |
| Raging Tornado | 75 |
| Riikka | 50 |
| Ruupo | 50 |
| Sage Ryan | 51 |
| Sage Tiernan | 51 |
| Saighdear Derrine | 70 |
| Saighdear Evegren | 50 |
| Saighdear Paarig | 70 |
| Saighdear Peran | 70 |
| Saighdear Selevan | 70 |
| Sentry Holder | 60 |
| Seviach | 65 |
| shallow water barracuda | 32 |
| shallow water shark | 42 |
| shell cracker octopus | 46,48 |
| Shipwright Amunde | 51 |
| Shipwright Blisse | 51 |
| Shipwright Cardixa | 51 |
| shore-hugger stingray | 32,34 |
| Shraogh | 80 |



Chapter 8

Zones: Oceanus

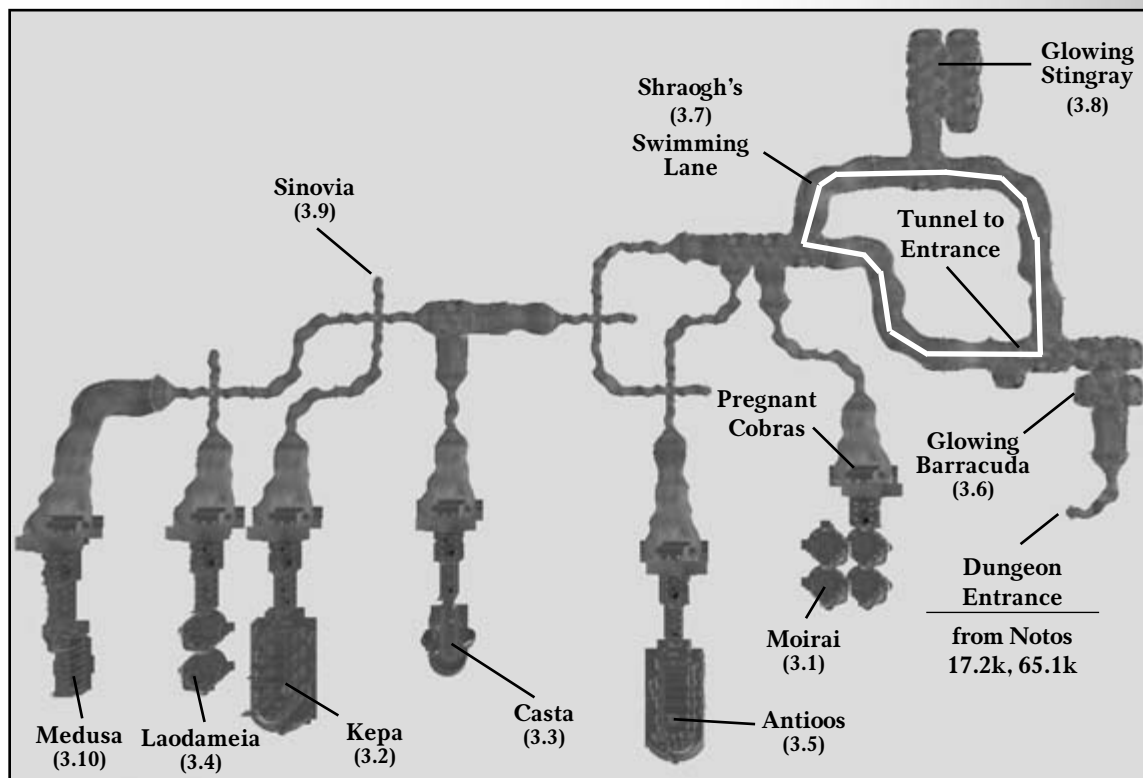
Notos Monsters (cont.)

| Name | Level |
|------------------------|----------|
| Sililia | 75 |
| Silyen | 50 |
| Sister Seniha | 50 |
| skinner octopus | 42,44 |
| Sobekhotep | 51 |
| sobekite harvester | 47 |
| sobekite khem kamu | 42 |
| sobekite khem komo | 42,44,50 |
| sobekite khem rager | 42,44 |
| sobekite seeker | 45 |
| soft-skin ray | 46 |
| Soldat Britha | 70 |
| Soldat Greger | 70 |
| Soldat Lonneka | 70 |
| Soldat Peder | 70 |
| Soldat Viveke | 70 |
| Soldier Adya | 70 |
| Soldier Alainne | 70 |
| Soldier Dynria | 70 |
| Soldier Machan | 70 |
| Soldier Mellion | 70 |
| Soldier Taogh | 70 |
| Tamra | 51 |
| Teklan | 51 |
| Teyrn | 51 |
| tiger shark | 45 |
| Traveler Rupert | 50 |
| triton treasure hunter | 50 |
| Uileos | 51 |
| Vayog | 50 |
| Wanderer Tevance | 50 |
| Warrior Fridolf | 70 |
| Warrior Jerle | 70 |
| Warrior of Stone | 46 |
| Warrior Rauna | 70 |
| Warrior Seigleif | 70 |
| weaver octopus | 36 |
| Wenllyan | 51 |
| white bottom barracuda | 38,40 |
| white shark | 50 |
| winged argo | 46 |





Temple of Twilight



Glowing Barracuda

Chapter 8

Zones: Oceanus

Temple of Twilight Monsters

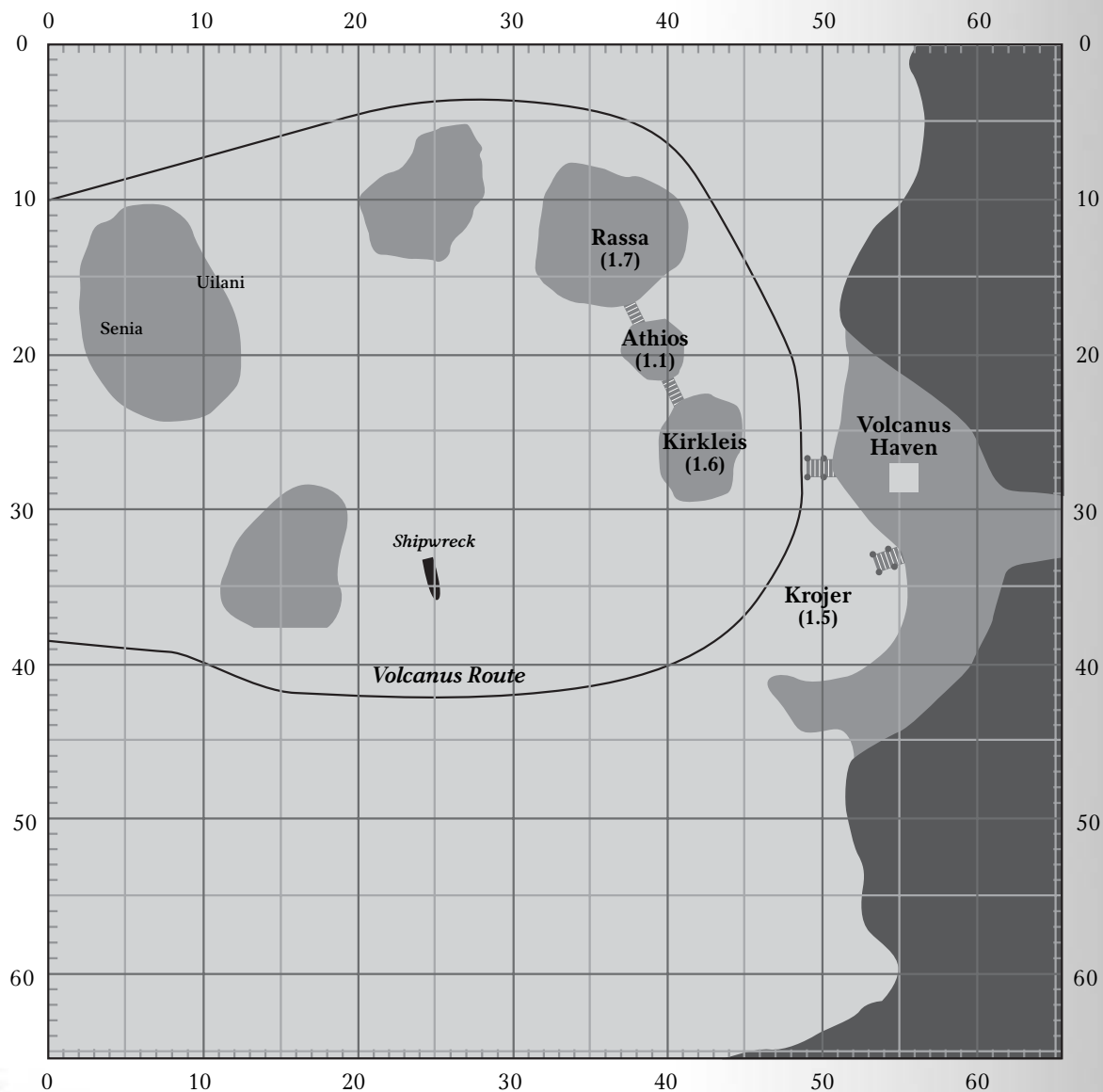
| Name | Level |
|----------------------------|----------|
| algae covered ray | 61 |
| Antioos | 75 |
| blind eel | 51 |
| bluestreak ray | 56-8 |
| bonerending barracuda | 57,60,75 |
| bottom feeder ray | 51,52 |
| bustling octopus | 57-9 |
| Casta | 75 |
| cave eel | 57-8 |
| cavelurker octopus | 65 |
| clinging octopus | 60 |
| cobra | 65,67,69 |
| cobra young | 61 |
| darid gho eel | 62-4 |
| darid gremna eel | 63 |
| Deidamia | 72 |
| entranced cobra | 65 |
| giant cobra | 80 |
| gorgon dismantler | 65 |
| gorgon guardian | 64 |
| gorgon high warrior | 65 |
| gorgon keeper | 65 |
| gorgon lifesapper | 62 |
| gorgon prowler | 63 |
| gorgon snake keeper | 68 |
| gorgon spellsmith | 62 |
| greyfin shark | 59 |
| grotesque gorgon | 65 |
| immature barracuda | 55 |
| Iokaste | 72 |
| Kepa | 75 |
| Laodameia | 75 |
| lethal cobra | 69 |
| limbwrencher octopus | 58,60 |
| man-eating ray | 60-2 |
| Medusa | 80 |
| migonta shark | 64 |
| Minion of Morai | 65 |
| minor lifebane statue | 63 |
| minor magebane statue | 63 |
| minor shieldbreaker statue | 63 |

| Name | Level |
|-------------------------------|-------|
| Moirai | 73 |
| molded statue | 70 |
| omrentae octopus | 62-4 |
| patrolling barracuda | 60 |
| pregnant cobra | 65 |
| Prokne | 72 |
| quickstrike cobra | 65 |
| sandsifter | 63 |
| Shraogh | 80 |
| Sinovia | 75 |
| sluggish octopus | 53 |
| sluggish octopus | 54 |
| spotted cave shark | 62 |
| statue sentinel | 70 |
| sternal eel | 53 |
| sting ray | 69 |
| stunning energy | 99 |
| summoned cobra | 55,63 |
| superior lifebane statue | 70 |
| superior magebane statue | 70 |
| superior shieldbreaker statue | 70 |
| treasure protector | 60 |
| triton treasure hunter | 50 |
| water crocodile | 63 |
| wounded barracuda | 53 |





Oceanus Anatole



Chapter 8

Zones: Oceanus

Anatole Monsters

| Name | Level |
|-------------------------|----------|
| Agnon | 45 |
| Ailpein | 50 |
| Aithos | 65 |
| Apprentice Aidanar | 51 |
| Apprentice Dredge | 45 |
| Apprentice Rhianera | 48 |
| atevo statue | 45,47 |
| Baillidh | 50 |
| barracuda | 43 |
| Berend | 50 |
| Bharain | 51 |
| Bjarne | 50 |
| blackfin barracuda | 34 |
| blue-side shark | 44 |
| Caoilainn | 50 |
| Carrson | 50 |
| Ceallach | 50 |
| Celsus | 50 |
| choker octopus | 40 |
| cold water stingray | 36,38 |
| cold water stingray | 38 |
| common octopus | 30 |
| coral clipper barracuda | 46,48 |
| daleros ephoros | 70 |
| deep-chasm octopus | 50 |
| depthsinker ray | 44,46,48 |
| Diancecht | 50 |
| diver ray | 40,42 |
| Dockmaster Agustin | 51 |
| Dockmistress Chavi | 51 |
| Dockmistress Esbena | 51 |
| dust devil spinner | 45 |
| Duyal | 50 |
| Explorer Uafina | 50 |
| Galiene | 51 |
| Gyosti | 50 |
| hammerhead shark | 48,50 |
| Hayal | 50 |
| Hero Athdar | 70 |
| Hero Dayna | 70 |
| Hero Hiraele | 70 |

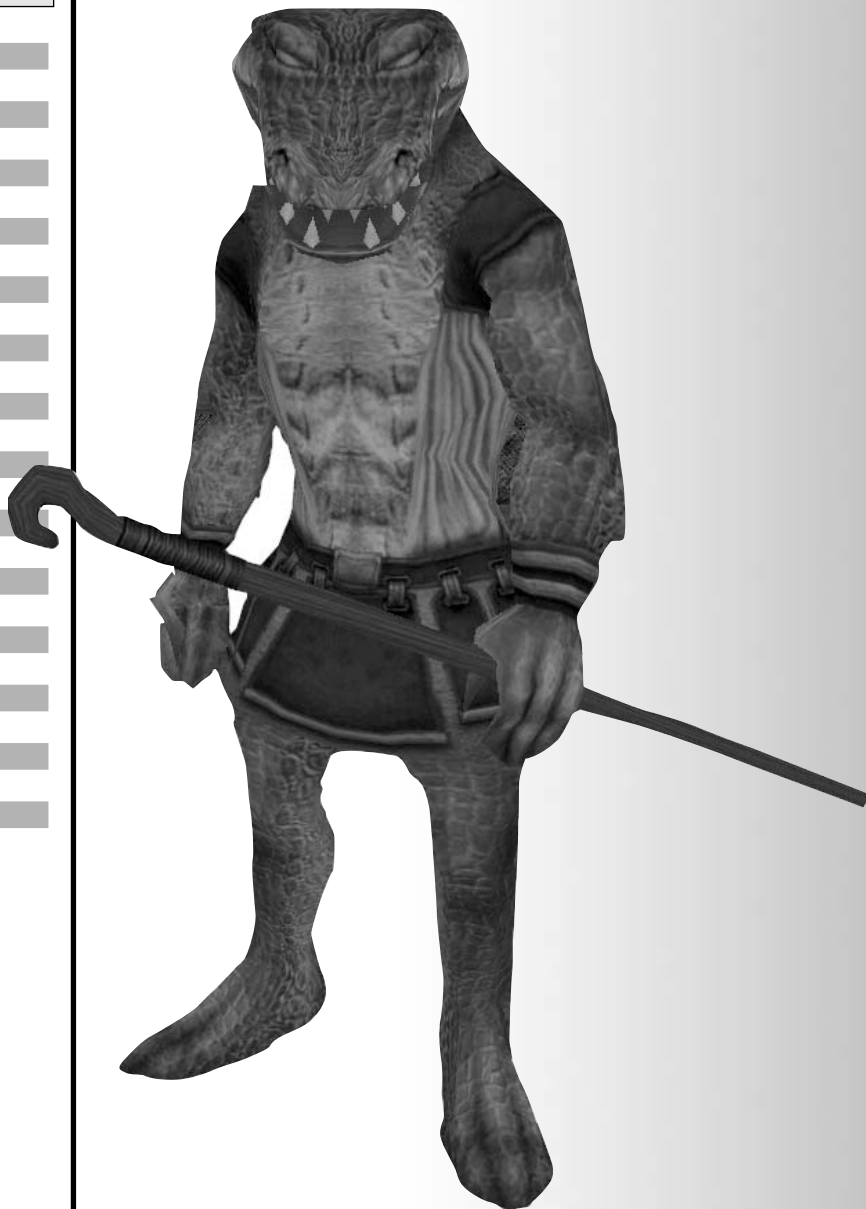
| Name | Level |
|----------------------|-------|
| Hero Jenoyra | 70 |
| Hero Nonna | 70 |
| Huard | 51 |
| Ianetor | 0 |
| Ingred | 50 |
| Jannike | 50 |
| Jilena | 45 |
| Kayna | 70 |
| ketos | 48 |
| Khahet | 48 |
| Kirkleis | 65 |
| Koryna | 47 |
| Krojer | 75 |
| Kyne | 51 |
| Kythera | 75 |
| Kythera's Returned | 70 |
| Lady Farahnaz | 70 |
| large eel | 40 |
| Launo | 50 |
| leopard shark | 43 |
| LOremaster Cromstron | 51 |
| LOremistress Marga | 51 |
| Malison | 45 |
| Malrassa | 65 |
| Markham | 51 |
| Mekku | 48 |
| Melos deep scout | 44 |
| Mercenary Anika | 70 |
| Mercenary Audrey | 70 |
| Mercenary Hayda | 70 |
| Mercenary Rivalen | 70 |
| Mercenary Williams | 70 |
| Micalla | 50 |
| mikoos statue | 42,44 |
| miniature stingray | 30 |
| Mouna | 51 |
| neriid dromkos | 50 |
| neriid spirit | 42 |
| Nereus | 45 |
| net ripper barracuda | 42,44 |
| olemo statue | 49,51 |

| Name | Level |
|-------------------------|-------|
| Oleta | 47 |
| Perran | 50 |
| Priska | 51 |
| propylais | 45-52 |
| purros | 60 |
| Rafele | 70 |
| Rassa | 70 |
| Razeen | 51 |
| Regent | 45 |
| Ryma | 51 |
| Sage Aideena | 51 |
| Sage Pernilla | 51 |
| Saighdear Cleirach | 70 |
| Saighdear Glendon | 70 |
| Saighdear Ruvan | 70 |
| Saighdear Tiriona | 70 |
| Scholar Torradan | 51 |
| Scholar Trelina | 52 |
| sea spirit | 21 |
| sentinel | 63 |
| Sethrendar | 45 |
| shallow water barracuda | 32 |
| shallow water shark | 42 |
| shell cracker octopus | 48 |
| Shipwright Duvian | 51 |
| Shipwright Dyna | 51 |
| Shipwright Fanceen | 51 |
| Sister Meredyth | 50 |
| Si'Yor Awoini | 50 |
| skinner octopus | 42,44 |
| Skyros drifter | 45 |
| sobekite khem kamu | 48,50 |
| sobekite khem komo | 50 |
| sobekite khem rager | 48,50 |
| sobekite wraith | 42 |
| Soldat lantha | 70 |
| Soldat Kamma | 70 |
| Soldat Karola | 70 |
| Soldat Pael | 70 |
| Soldier Jevan | 70 |
| Soldier Justene | 70 |



Anatole Monsters (cont.)

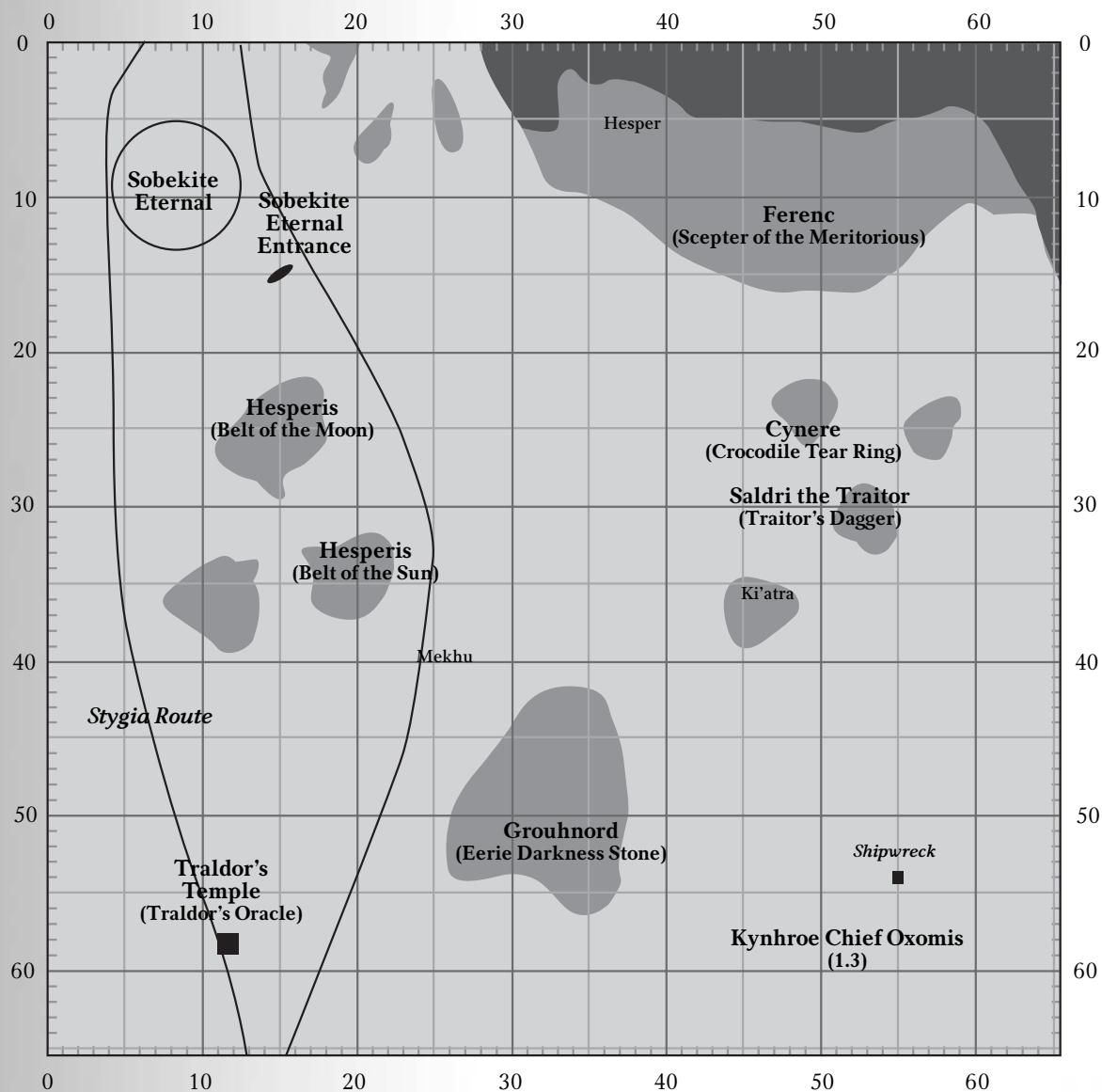
| Name | Level |
|-------------------------|-------|
| Soldier Sehier | 70 |
| Soldier Walida | 70 |
| South Bridge Checker | 0 |
| Suisyn | 51 |
| Sundvis Gostasonn | 50 |
| Sunkaio | 65 |
| Telgar | 50 |
| tiger shark | 45 |
| tiny crocodile | 33 |
| Traveler Zorla | 50 |
| Trevenna | 51 |
| triton breosa | 50 |
| triton ghost commander | 20 |
| triton ghostly guardian | 20 |
| triton ghostly mystic | 20 |
| triton lormoc | 50 |
| triton's friend | 5 |
| Tycana | 70 |
| Wanderer Telliana | 50 |
| Warrior Caisa | 70 |
| Warrior Damila | 70 |
| Warrior Lennard | 70 |
| Warrior Meino | 70 |
| Warrior Oskari | 70 |
| weaver octopus | 36 |
| Werna | 51 |
| white shark | 50 |
| Xalarian | 45 |
| Zopureo | 80 |



Chapter 8

Zones: Oceanus

Oceanus Boreal





Boreal Monsters

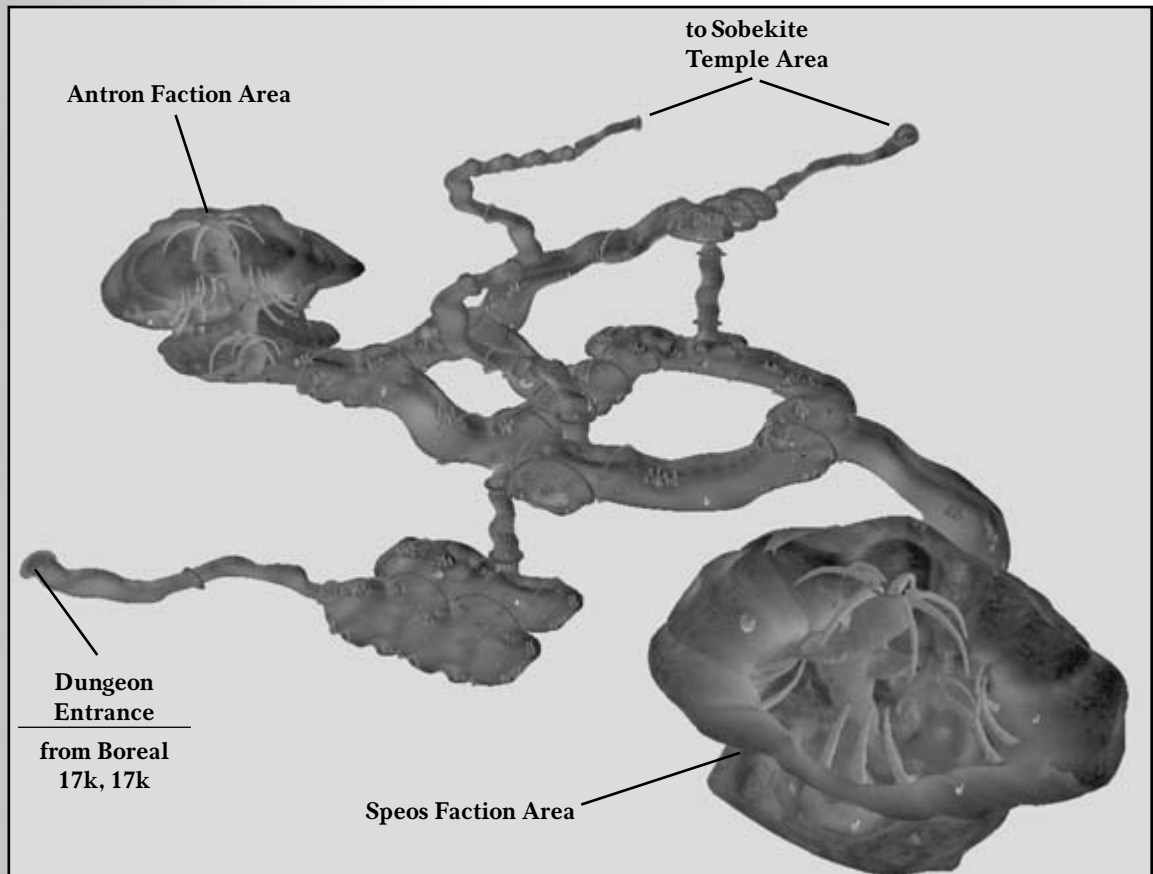
| Name | Level |
|-----------------------------|----------|
| Alivor | 50 |
| amaoloi crocodile | 51,53 |
| amaoloi crocodile hatchling | 45 |
| Asutri | 50 |
| bane crawler | 45 |
| blackfin barracuda | 34 |
| blue-side shark | 44 |
| Boekide | 62 |
| Boekide's Energy | 62 |
| Cynere | 61 |
| Danthena | 62 |
| Danthena's Energy | 62 |
| Darklis | 40 |
| depthsinker ray | 44,46,48 |
| diver ray | 40,42 |
| dust devil spinner | 45 |
| Evert | 60 |
| Ferenc | 63 |
| Gohron | 62 |
| greater dust devil | 55 |
| grouhnord crocodile | 35 |
| hammerhead shark | 48 |
| hesperis | 55 |
| intense dust devil spinner | 45 |
| ketos | 48 |
| Khahet | 48 |
| Khosu | 44 |
| Ki'atra | 45 |
| Koryna | 47 |
| Kynhroe Chief Oxomis | 42 |
| Kynhroe goon | 38 |
| Kynhroe monitor | 40 |
| Kynhroe patroller | 40 |
| large eel | 40 |
| leopard shark | 43 |
| massive dust devil | 60 |
| Mekkh | 48 |
| Mekkh | 48 |
| merula harpy | 61 |
| miniature stingray | 30 |
| minor dust devil | 50 |

| Name | Level |
|--------------------------|----------|
| moray eel | 45 |
| morvalt avliden | 52 |
| morvalt gravmaniska | 51 |
| nervous ketos | 45 |
| Oleta | 47 |
| protector of dark | 50 |
| protector of light | 50 |
| Rougart | 65 |
| Runihura | 70 |
| Sadri the Traitor | 60 |
| shallow water barracuda | 32 |
| skinner octopus | 44 |
| sobekite gordaen | 60 |
| sobekite kha baodern | 63 |
| sobekite khu kamu | 42,44 |
| sobekite khu komo | 42,44 |
| sobekite khu setau | 45,50,55 |
| spitting cobra | 58 |
| super-massive dust devil | 65 |
| tiger shark | 45 |
| Traldor | 55 |
| traldoran loyalist | 52 |
| triton angler | 46 |
| triton breaker | 46 |
| triton coralshot | 46 |
| triton deep mage | 46 |
| triton savant | 46 |
| triton sharkfin | 46 |
| triton slink | 46 |
| triton wrangler | 46 |
| wary Kynhroe guard | 38 |
| weaver octopus | 36 |
| white bottom barracuda | 40 |
| white shark | 50 |
| Xhidorah | 61 |
| young amaoloi crocodile | 47,49 |
| Zahur | 70, 75 |

Chapter 8

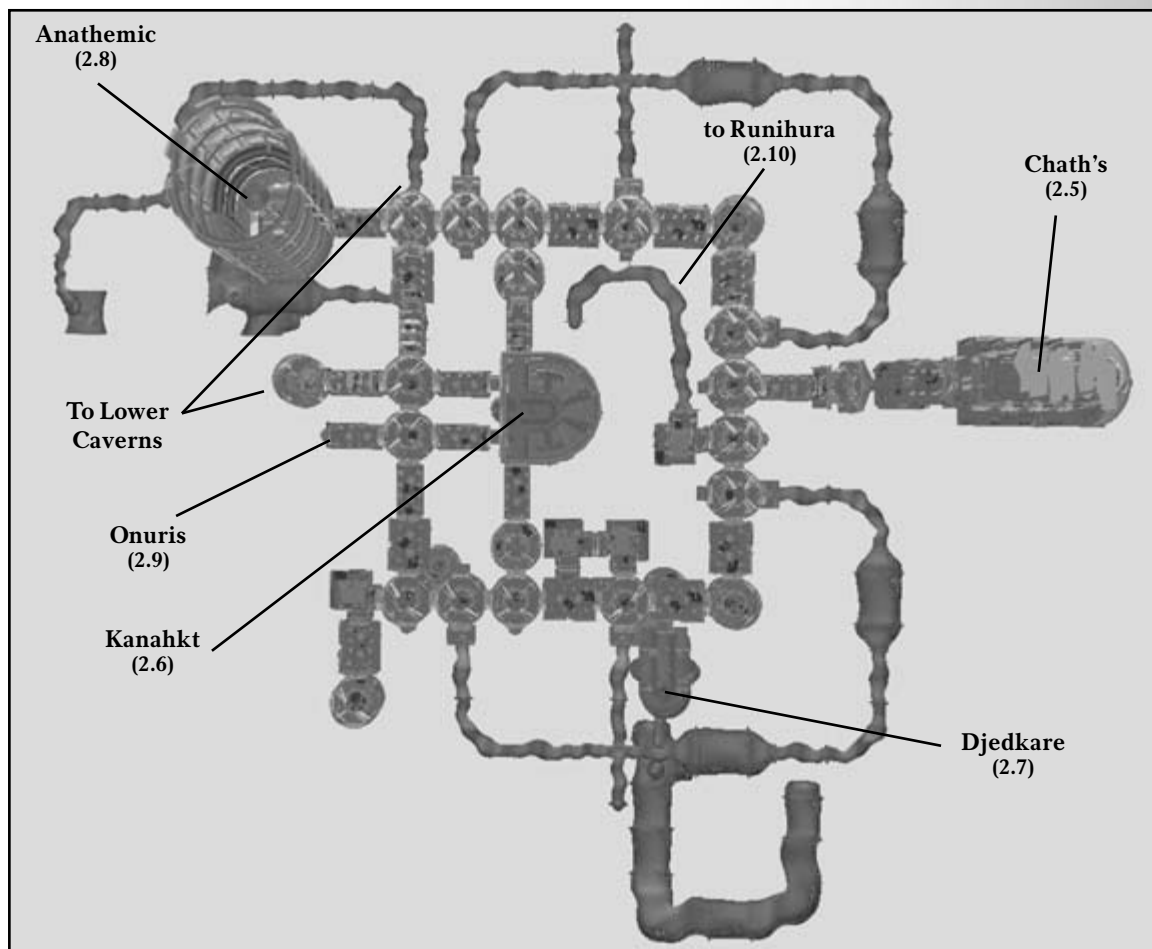
Zones: Oceanus

Sobekite Eternal – Lower Level





Sobekite Eternal – Upper Level



Chapter 8

Zones: Oceanus

Sobekite Eternal Monsters

| Name | Level |
|------------------------|-------|
| Amenemhat | 50 |
| Antron Arch Mage | 50 |
| Antron Chieftain | 52 |
| Antron deep healer | 46 |
| Antron Diplomat | 49 |
| Antron earth caller | 46 |
| Antron guardian | 45 |
| Antron illusionist | 44 |
| Antron marauder | 46 |
| Antron scout | 47 |
| Antron shaman | 46 |
| Antron snarefisher | 44 |
| Antron storm caller | 47 |
| Antron thief | 45 |
| Antron Treasure Hunter | 48 |
| Antron void caller | 44 |
| Antron waterblade | 44 |
| Armsmaster Chenzira | 64 |
| Ata | 65 |
| atlantean crocodile | 70 |
| barracuda | 43 |
| Bassem | 65 |
| Bishop | 47 |
| blade sentinel | 49 |
| bloodgill shark | 50 |
| bloodmaw | 49 |
| blue ray | 45 |
| cave octopus | 43 |
| Chaths | 65 |
| Chaths's Bishop | 47 |
| Chaths's King | 50 |
| Chaths's Knight | 47 |
| Chaths's Pawn | 45 |
| Chaths's Queen | 50 |
| Chaths's Rook | 48 |
| cold gaze ward | 51 |
| crown shark | 55 |
| Djedkare | 55 |
| dreadfin shark | 46 |
| frenzied snapjaw | 53 |
| giant gormandizer | 51 |

| Name | Level |
|-----------------------|----------|
| giant oktopous | 48 |
| Image of Bulis | 50 |
| Image of Dimitri | 70 |
| Image of Kaletor | 58 |
| Image of Thoas | 58 |
| Ka'a | 60 |
| Kanakht | 20 |
| King | 50 |
| Knight | 47 |
| Marble Statue | 65 |
| oktopous | 42 |
| Onuris | 65 |
| Pawn | 45 |
| pygmy oktopous | 46 |
| Queen | 50 |
| razor toothed eel | 45 |
| Rook | 48 |
| Rrionne | 70 |
| Rrionne's Reflection | 70 |
| salt-water ray | 45 |
| scarred bloodgill | 52 |
| scarred dreadfin | 48 |
| Shadow Reaver | 75 |
| Shahrnaz | 68 |
| Sinuhe | 68 |
| Slate Statue | 65 |
| Sobekite armsmaster | 55 |
| Sobekite cold phantom | 50 |
| Sobekite dark spirit | 48 |
| sobekite eidolon | 35,55,58 |
| sobekite observer | 50 |
| Sobekite pulverizer | 49 |
| Sobekite sem-priest | 54 |
| Sobekite shadow | 52 |
| Sobekite stolist | 51 |
| Sobekite wizard | 48 |
| Sobekite wraithmage | 52 |
| spark eel | 45 |
| Speos Arch Mage | 53 |
| Speos butcher | 50 |
| Speos Chieftain | 55 |

| Name | Level |
|-----------------------|-------|
| Speos depthstalker | 51 |
| Speos Diplomat | 52 |
| Speos flux mage | 52 |
| Speos hoard guard | 48 |
| Speos ice caller | 48 |
| Speos kruos mage | 50 |
| Speos mind flayer | 48 |
| Speos plunderer | 49 |
| Speos seeker | 48 |
| Speos spellbinder | 50 |
| Speos spirit caller | 51 |
| Speos traveller | 49 |
| Speos Treasure Hunter | 51 |
| Speos warlock | 50 |
| Stone Statue | 65 |
| temple ward | 47 |
| venomous oktopous | 44 |
| voracious gulper eel | 48 |
| watcher | 53 |
| water crocodile | 63 |
| wolf eel | 51 |



Stygia

Stygia is all about the earth element, and it is largely a dusty landscape of deserts and dunes. It does feature a major river and the occasional oasis. It is a land of cobra-like iaculi, feuding factions, human sacrifices, nasty dust devils and much, much more...

Zones

Stygia is comprised of two zones:

- Stygian Delta
- Land of Atum

Haven

The Haven of Stygia is located in Stygian Delta at 38k, 60k.

Dungeon

The dungeon in Stygia is the Necropolis. It's entrance is in the Land of Atum at about 6k, 8.5k

Boat Routes

You can take a boat to Oceanus or Volcanus from Stygia Haven.

Factions

In Stygia there are two factions, the Mau of Bastet and the Mau of Sekhmet, which can be raised. The Mau of Bastet and the Mau of Sekhmet are allies against their enemy, the People in the Image of Seth (the setians). Hunting the setians will raise your faction with the maubastet (as they are called in the game) as well as the mausekhmet.

The Mau of Bastet and Mau of Sekhmet each have their own beliefs, although they are similar in nature and have led to an alliance between the groups. The Mau of Bastet seek to protect and defend all that is good against evil while the Mau of Sekhmet seek to bring vengeance and retribution on evil souls such as the setians. The setians seek only to bring about chaos, war, destruction, and death as their patron Seth has ordered them to do.

You can raise your faction with both groups of Mau by hunting the setians. They can also raise each individual faction through repeatable quests given out by the sphinx Inarus in the Stygian Delta. Once you have raised your faction to neutral with either group, there are regular quests available to players from NPCs in and around the maubastet village in the Stygian Delta.

There is another repeatable quest in the Stygian Delta, although the faction it is for is scattered throughout Atlantis. The Guardians of Paleognosis are otherwise known as the Sphinxes. Players start out friendly with the Guardians but should they lose their faction, they can seek out Tetian in the Stygian Delta to raise it again.

Chapter 8

Zones: Stygia

Stygia Haven NPCs

| | | | | |
|-----------------|-----------------------|----------|----------------------|---------------------|
| Brother Nashean | healer | A | Oemar | tradeskill supplies |
| Julide | recharger | L | Soldier Hayden | guard |
| Griffith | enchanter | B | Defender Endelyon | guard |
| Sabina | smith | I | Man-at-Arms Galanan | guard |
| Trevor | merchant – arrows | O | Soldier Dwana | guard |
| Colsen | merchant – poison | N | Woman-at-Arms Shonah | guard |
| Kywere | vault keeper | | Defender Domech | guard |
| Maysa | spellcrafting/alchemy | | Soldier Padair | guard |
| Sofian | alchemy | | Defender Naeema | guard |
| Raina | tradeskill supplies | | Man-at-Arms Rodric | guard |

| | | | | |
|---------------------|-----------------------|----------|-------------------|---------------------|
| Sanna | healer | M | Grethe | tradeskill supplies |
| Terjo | merchant – arrows | I | Forsvarer Bengt | guard |
| Sevald | merchant – poison | D | Beskytter Viena | guard |
| Martta | recharger | G | Beskytter Danner | guard |
| Irmeli | enchanter | A | Soldat Bertold | guard |
| Reetta | smith | R | Forsvarer Karsten | guard |
| Geneta Liisasdottir | vault keeper | D | Beskytter Rikardt | guard |
| Rejmar | spellcrafting/alchemy | | Soldat Kista | guard |
| Nikkas | alchemy | | Forsvarer Irina | guard |
| Rotho | tradeskill supplies | | Soldat Chynica | guard |

| | | | | |
|----------|---------------------------|----------|-------------------|---------------------|
| Gillian | healer | H | Derie | tradeskill supplies |
| Divlowna | vault keeper | I | Arreyder Eadalf | guard |
| Madadh | enchanter | B | Saighdear Maileag | guard |
| Ryon | recharger | E | Curaidh Deocan | guard |
| Shibeel | smith | R | Arreyder Llywela | guard |
| Stiabhan | merchant – arrows | N | Saighdear Loghan | guard |
| Blyana | merchant – poison | I | Saighdear Kerra | guard |
| Aleidar | spellcrafting and alchemy | A | Curaidh Simish | guard |
| Jerec | alchemy | | Curaidh Dellen | guard |
| Malane | tradeskill supplies | | Arreyder Tomaidh | guard |



Stygian Delta



Chapter 8

Zones: Stygia

Stygian Delta Monsters

| Name | Level |
|-----------------------|----------|
| Abtanu | 50 |
| Aleidar | 70 |
| Amasis | 49 |
| Apprentice Danielle | 45 |
| Apprentice Wyia | 45 |
| Apprentice Yanja | 45 |
| Bakabti | 65 |
| Besenmet | 54 |
| Besenmet's slave | 48 |
| blazing scarab | 46,48 |
| Brother Nashean | 50 |
| burning lengui | 50 |
| Bylana | 51 |
| cerabo iaculus | 54 |
| Chisisi | 60 |
| Colsen | 51 |
| crazed lion | 55,57 |
| crocodile minion | 60 |
| Daehien | 80 |
| dao | 54,56,58 |
| Derie | 51 |
| desert scorpion | 47,49 |
| Deshrentan | 65 |
| Divlowna | 50 |
| Dockmaster Enoch | 51 |
| Dockmaster Ranulf | 51 |
| Dockmaster Sivan | 51 |
| Dockmistress Fina | 51 |
| Dockmistress Griselda | 51 |
| Dockmistress Kitra | 51 |
| dream bound dao | 58 |
| dream bound scorpion | 52 |
| dream bound setian | 52 |
| Duathor | 54 |
| entangled net | 52 |
| eroding janni | 51 |
| Explorer Ulfson | 50 |
| Geneta Liisasdottir | 50 |
| giant scorpion | 52 |
| Gillian | 50 |
| greater dust devil | 55 |

| Name | Level |
|-----------------------|----------|
| Grethe | 50 |
| Griffith | 50 |
| Guardian of the Ruins | 54 |
| Harkhebi | 51 |
| Heqaib | 53 |
| Hero Dellen | 70 |
| Hero Deocan | 70 |
| Hero Eadalf | 70 |
| Hero Llywela | 70 |
| Hero Simish | 70 |
| Hounthro | 75 |
| hungry scarab | 38 |
| iaculus | 48-56 |
| iaculus blood | 42 |
| Inarus | 70 |
| Inihue | 47 |
| Intekes | 65 |
| Irmeli | 50 |
| Itet | 75 |
| Jerec | 70 |
| Jomnaer | 75 |
| Julide | 50 |
| Katebet | 50 |
| Keeper of the Stone | 65 |
| Kywere | 50 |
| Landrine | 75 |
| lengui | 50 |
| Loemaster Joakim | 51 |
| Loemistress Falshana | 51 |
| Maakha | 58 |
| Madadh | 50 |
| Malane | 70 |
| Malidah | 58 |
| Martta | 50 |
| Masreya | 53 |
| massive dust devil | 60 |
| mau | 48,50,53 |
| maubastet craftsman | 53 |
| maubastet defender | 56 |
| maubastet entertainer | 43,53 |
| maubastet priest | 58 |

| Name | Level |
|---------------------|-------|
| maubastet villager | 50 |
| Maysa | 51 |
| Mercenary Endelyon | 70 |
| Mercenary Galanan | 70 |
| Mercenary Naeema | 70 |
| Mercenary Rodric | 70 |
| Mercenary Shonah | 70 |
| Mesedsbastet | 65 |
| Mesutire | 43 |
| minor dust devil | 50 |
| minor dust jann | 54,58 |
| Moktar | 54 |
| Moswen | 65 |
| Mutnefret | 65 |
| Nabirye | 53 |
| Nemert the Wanderer | 48 |
| Neshi | 51 |
| nihidlin scarab | 53,55 |
| Nikkas | 50 |
| Nofrure | 54 |
| Oemar | 51 |
| Osaze | 50 |
| Oshara | 49 |
| Pamiu | 65 |
| Pasht | 53 |
| Pedibastet | 65 |
| Pralen | 50 |
| Raina | 51 |
| Raziya | 56 |
| Reetta | 50 |
| Rejmar | 50 |
| riverside crocodile | 50 |
| Rotho | 51 |
| Ruseth | 51 |
| Ryon | 50 |
| Sabina | 50 |
| Sage Calleine | 51 |
| Sage Deavin | 51 |
| Saighdear Kerra | 70 |
| Saighdear Loghan | 70 |
| Saighdear Maileag | 70 |



Stygian Delta Monsters (cont.)

| Name | Level |
|--------------------------|----------|
| Saighdear Tomaindh | 70 |
| Sanna | 50 |
| Sanura | 47 |
| Scholar Ranlend | 51 |
| Scholar Samaya | 51 |
| scorpion follower | 50 |
| securas crocodile | 50 |
| setian | 48,50,52 |
| setian desert scout | 51 |
| setian guard | 50 |
| setian mau-serf | 43 |
| setian sandscryer | 54 |
| setian sandstrutter | 53 |
| setian saut | 56 |
| setian slave | 45 |
| setian stormlord | 58 |
| setian warrior | 56 |
| Sevald | 51 |
| Shibeel | 50 |
| Shipwright Honyn | 51 |
| Shipwright Pierrel | 51 |
| Shipwright Ydeneye | 51 |
| small scarab | 25 |
| sobekite courier | 48 |
| sobekite fleshrender | 50 |
| sobekite khem ragir | 56 |
| sobekite youth | 40 |
| Sofian | 51 |
| Soldat Bengt | 70 |
| Soldat Bertold | 70 |
| Soldat Chynica | 70 |
| Soldat Irina | 70 |
| Soldat Kista | 70 |
| Soldier Domech | 70 |
| Soldier Dwana | 70 |
| Soldier Hayden | 70 |
| Soldier Padair | 70 |
| Stiabhan | 51 |
| superior iaculus | 57 |
| super-massive dust devil | 65 |
| surge of energy | 99 |

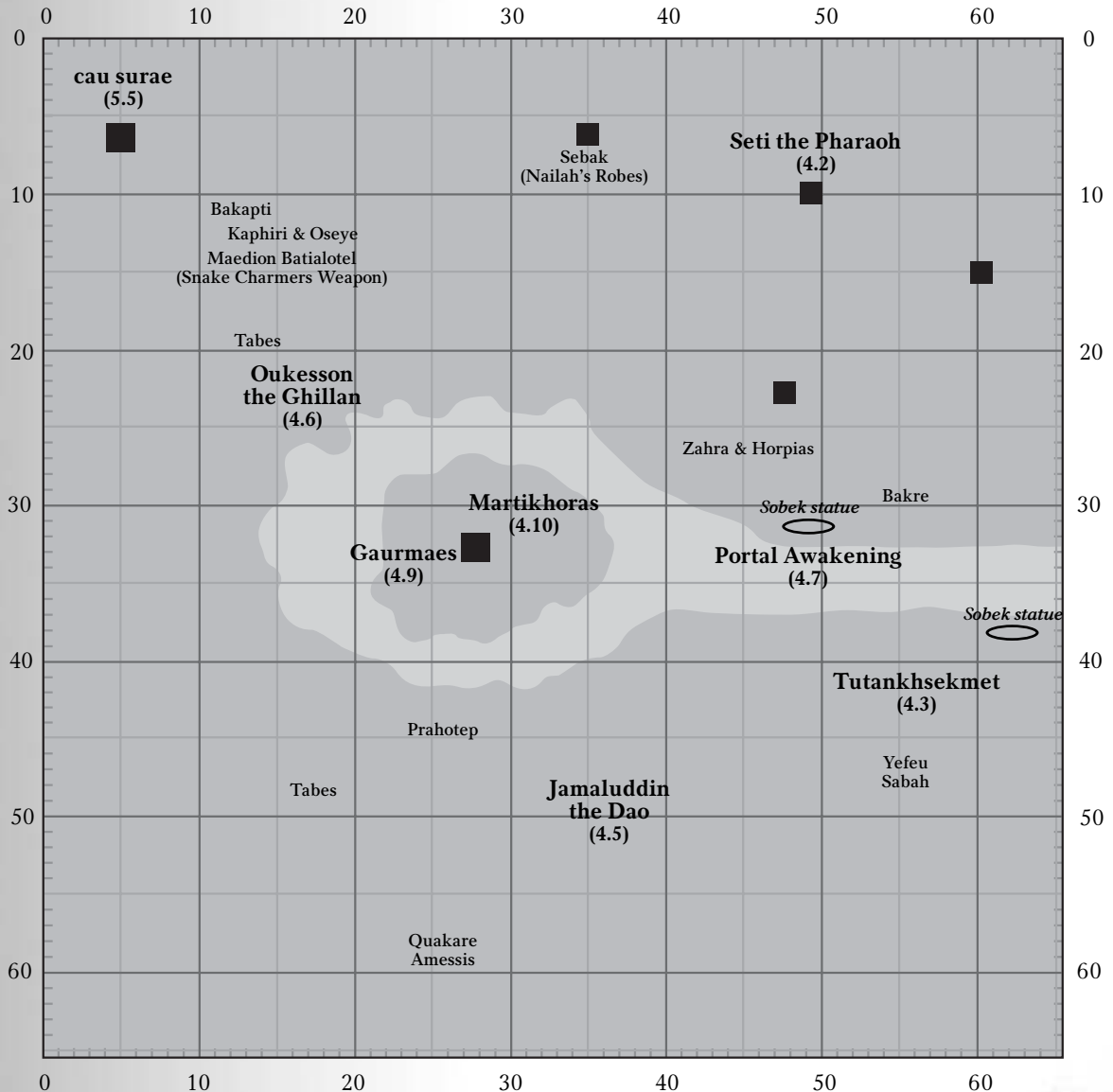
| Name | Level |
|-----------------------|-------|
| sweltering dust devil | 47 |
| Tawosert | 65 |
| Terjo | 50 |
| Terkari | 68 |
| Tetien | 58 |
| Tey | 65 |
| tidal-weaver marid | 53 |
| Torih | 52 |
| Traveler Peter | 50 |
| Trevor | 51 |
| Wanderer Maldon | 50 |
| wandering mau | 45 |
| Warrior Danner | 70 |
| Warrior Karsten | 70 |
| Warrior Rikardt | 70 |
| Warrior Viena | 70 |
| windsurge janni | 53 |
| Winn | 51 |
| Zahrán | 53 |
| Ziyad | 53 |



Chapter 8

Zones: Stygia

Land of Atum





Land of Atum Monsters

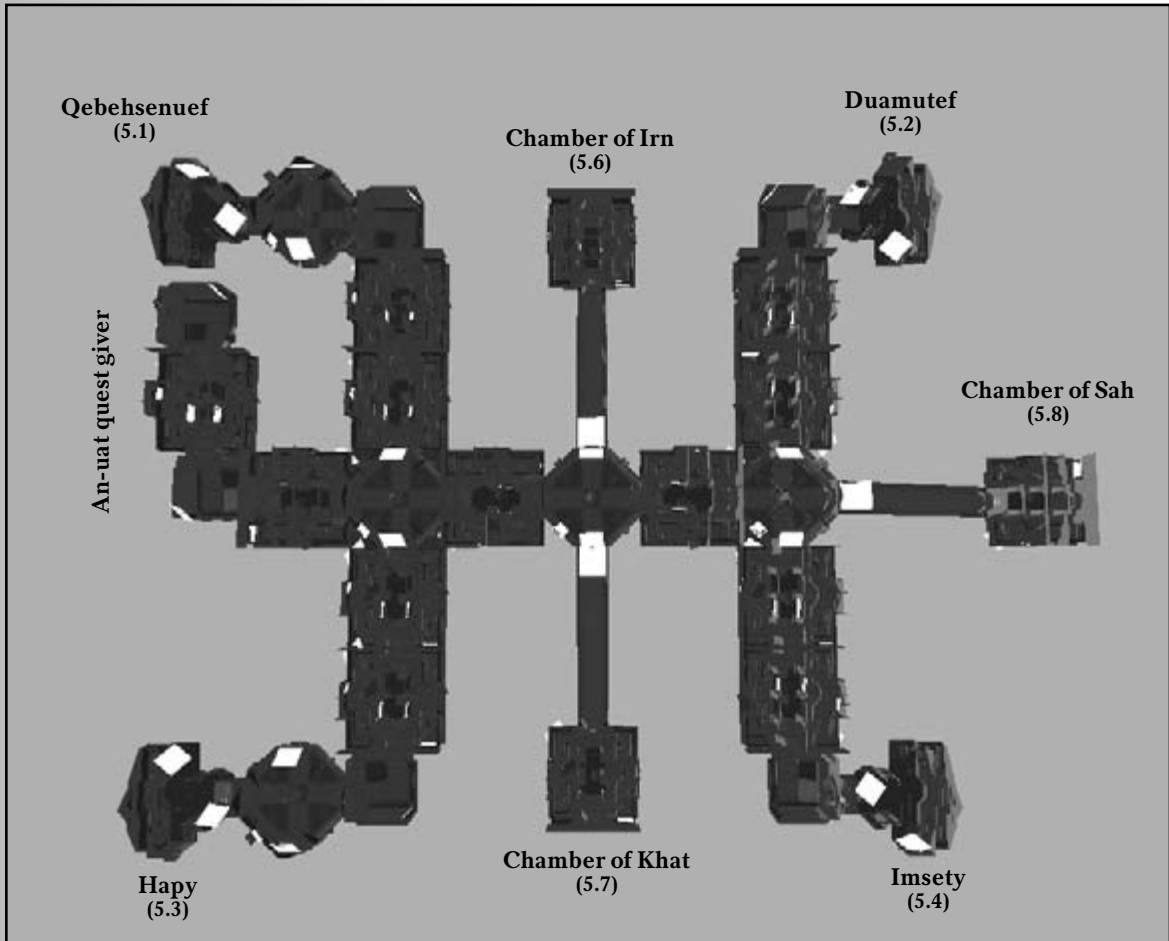
| Name | Level |
|-----------------------|-------|
| Abayoni | 49 |
| adult scorpion | 49 |
| Akhenre | 51 |
| Amessis | 47 |
| ancient bound djinn | 70 |
| Baktre | 51 |
| Betialotel | 70 |
| black crocodile | 49,51 |
| blazing scarab | 46 |
| Cau Surae | 65 |
| Colossal | 66 |
| crazed lion | 55,57 |
| dao | 56 |
| Gaurmaes | 75 |
| ghostly scorpion | 44 |
| giant scorpion | 52 |
| greater dust devil | 55 |
| greater iaculus | 52 |
| Horpais | 53 |
| iaculus | 48,50 |
| Jamaluddin the Dao | 75 |
| Kaphiri | 50 |
| large desert scorpion | 52 |
| Maedion | 52 |
| massive dust devil | 60 |
| mausekhmet nomad | 47 |
| mausekhmet priest | 50 |
| mausekhmet priestess | 50 |
| minor dust devil | 50 |
| miw-shersekhmet | 36 |
| nihidlin scarab | 53 |
| Oseye | 50 |
| Oukesson the Ghillan | 75 |
| Pamiu | 65 |
| Prahotep | 49 |
| prism-winged scarab | 49 |
| Qakare | 49 |
| Sabah | 48 |
| sacred lion | 50 |
| scavenger scorpion | 49,52 |
| Sebak | 75 |

| Name | Level |
|--------------------------|-------|
| Sebak Guard | 52 |
| securas crocodile | 50 |
| Sekhmun Maubane | 54 |
| Sesef | 50 |
| Seti the Pharaoh | 75 |
| setian chaos priest | 62 |
| setian desert scout | 51 |
| setian laborer | 46 |
| setian sandscryer | 54 |
| setian sandstrutter | 53 |
| setian saut | 56 |
| setian slave | 45 |
| setian stormlord | 58 |
| setian thunder trooper | 62 |
| setian tremorling | 60 |
| setian warrior | 56 |
| small tornado | 65 |
| sobekite khem ragir | 56 |
| sunburst scarab | 45 |
| super-massive dust devil | 65 |
| Tabes | 50 |
| Tornado | 75 |
| Tutankhsekhmet | 55 |
| wandering mau | 45 |
| whirlwind of sand | 63 |
| Xothra | 61 |
| Yefeu | 48 |
| young black crocodile | 40 |
| Zahra | 53 |
| Zanguirus | 61 |

Chapter 8

Zones: Stygia

Necropolis – An-Uat

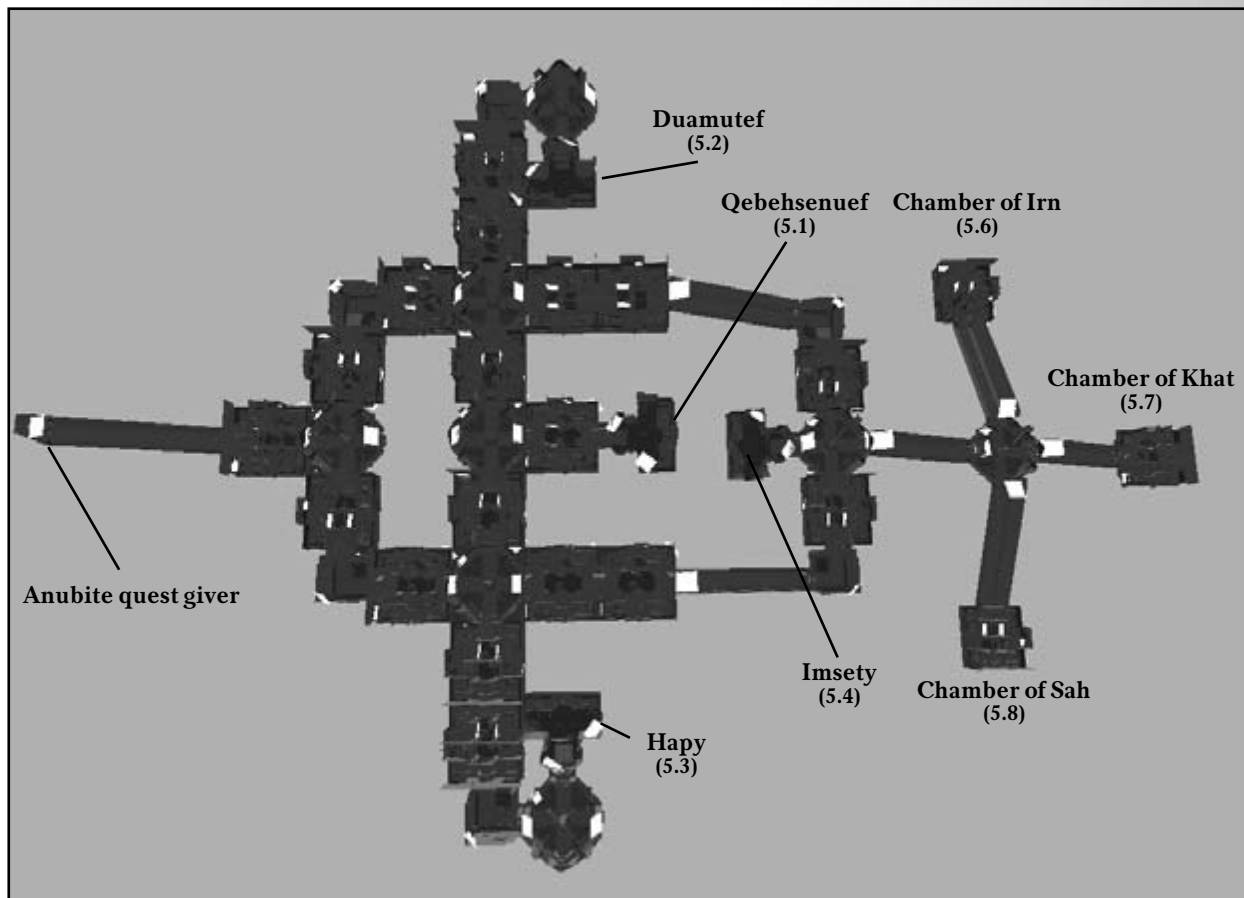


Necropolis Entrance

Land of Atum: 6k, 85k



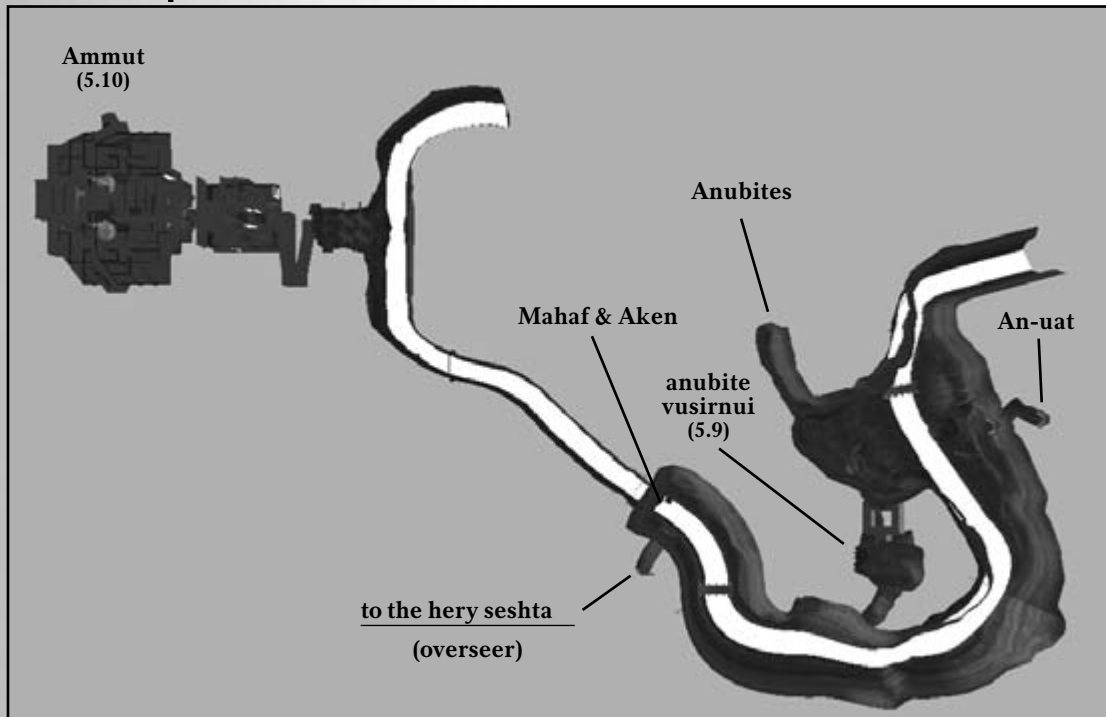
Necropolis – Anubite



Chapter 8

Zones: Stygia

Necropolis – Ammut



Necropolis Monsters

| Name | Level |
|------------------------|-------|
| Abteb | 50 |
| Aken | 99 |
| Ammut | 80 |
| an-uat biannia neteri | 60 |
| an-uat essnebi | 56 |
| an-uat esszauai | 56 |
| an-uat hesen neteri | 60 |
| an-uat merzaue | 65 |
| an-uat zetzaui | 58 |
| anubite biannia neteri | 60 |
| anubite essnebi | 56 |
| anubite esszauai | 56 |
| anubite hesen neteri | 60 |
| anubite merzaue | 65 |

| Name | Level |
|-----------------------|-------|
| anubite vusirnui | 65 |
| anubite zetzaui | 58 |
| Aponsul | 50 |
| bound zaubak | 65 |
| bound zauemia ruinetu | 65 |
| Echo of Duamutef | 70 |
| Echo of Hapy | 70 |
| Echo of Hapy | 70 |
| Echo of Imsety | 70 |
| Echo of Qebehsenuf | 70 |
| esenitu | 68 |
| esenitu au-met | 49 |
| eternal lost | 65 |
| hery seshta | 80 |

| Name | Level |
|--------------------------|-------|
| Ivar | 60 |
| Mahaf | 99 |
| summoned black crocodile | 50 |
| summoned iaculus | 61 |
| summoned lion | 60 |
| summoned scarab | 48 |
| summoned scorpion | 60 |
| zeperu au-met | 50 |
| zeperu zerhate | 70 |



Volcanus

Volcanus is true to its name. It's hot and dangerous. Large parts of Volcanus are covered in molten lava, and it will give you serious burns if you decide to take a stroll across it.

Zones

Volcanus is comprised of two zones:

- Typhon's Reach
- Ashen Isle

Haven

The Haven of Volcanus actually located in Oceanus Anatole at approximately 54k, 30k.

Dungeon

The dungeon in Volcanus is called the Heart of Volcanus, and the entrance is found in the Ashen Isles at 48k, 30k.

Boat Routes

Boats run regularly from Oceanus Hesperos. There is also a route that will take you to Aerus Haven.

Factions

The faction in Volcanus is known as The Great Forge and, although all the creatures known as taur belong to this faction, you may only raise your faction with one kind of taur—the taur spectator. You will start off neutral to the taur spectators and will only lose faction with them by killing them. The only way to repair your faction with the taur spectators is to do the repeatable quest offered by Sudari in Typhon's Reach.



Chapter 8

Zones: Volcanus

Volcanus Haven NPCs (Oceanus Anatole)

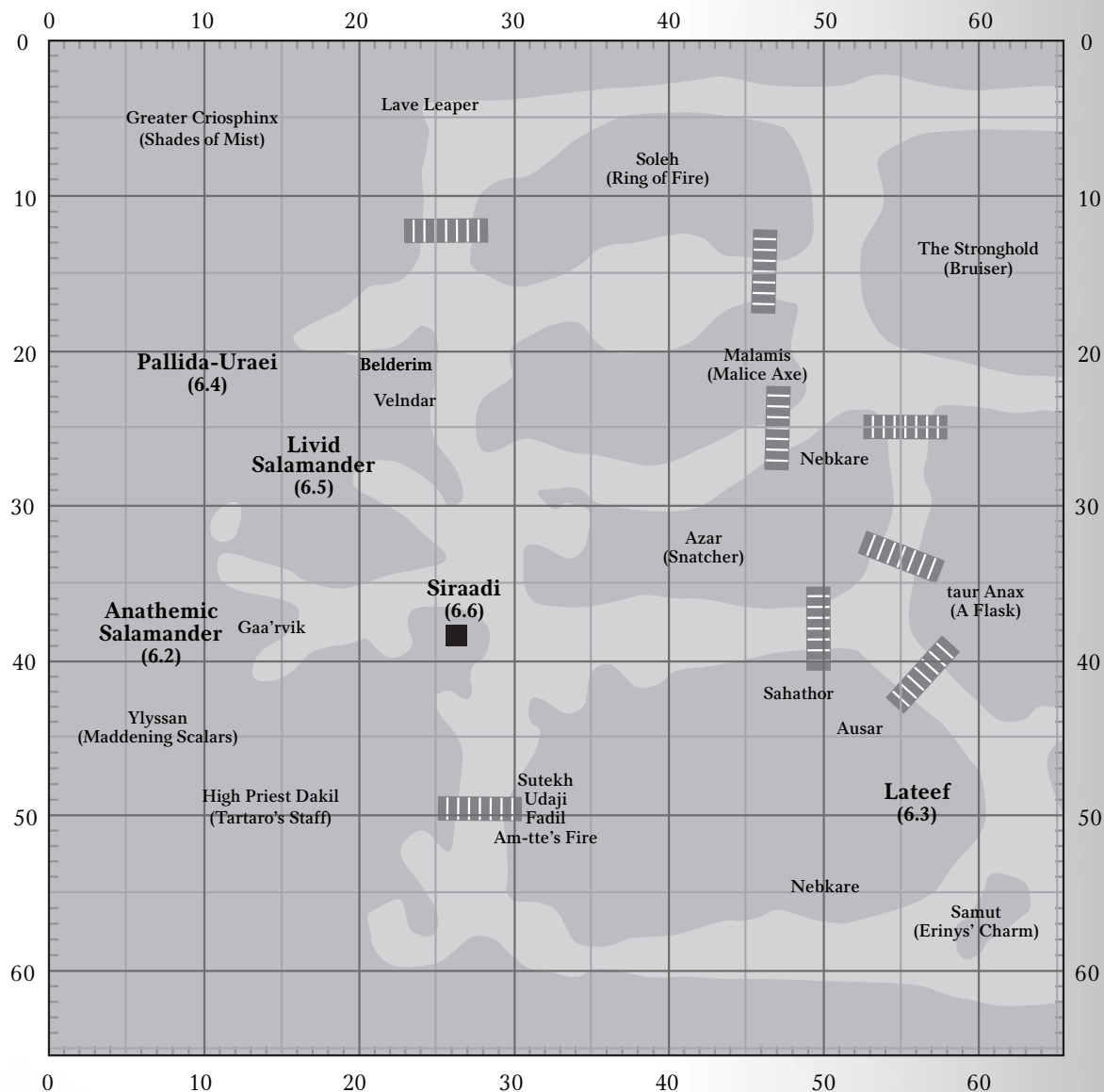
| | | | | |
|-----------------|-----------------------|----------|----------------------|---------------------|
| Sister Meredyth | healer | A | Galiene | tradeskill supplies |
| Carrson | recharger | L | Defender Williams | guard |
| Hayal | enchanter | B | Woman-at-Arms Audrey | guard |
| Duyal | smith | I | Soldier Jevan | guard |
| Trevenna | merchant – arrows | O | Soldier Walida | guard |
| Mouna | merchant – poison | N | Man-at-Arms Rivalen | guard |
| Perran | vault keeper | | Defender Hayda | guard |
| Razeen | spellcrafting/alchemy | | Defender Sehier | guard |
| Ryma | alchemy | | Soldier Justene | guard |
| Huad | tradeskill supplies | | Woman-at-Arms Aniq | guard |

| | | | | |
|-------------------|-----------------------|----------|-------------------|---------------------|
| Launo | healer | M | Bjarne | tradeskill supplies |
| Ingred | merchant – arrows | I | Forsvarer Oskari | guard |
| Priska | merchant – poison | D | Beskytter Caia | guard |
| Celsus | recharger | G | Soldat Iantha | guard |
| Gyosti | enchanter | A | Forsvarer Karola | guard |
| Berend | smith | R | Beskytter Damila | guard |
| Sundvis Gostasonn | vault keeper | D | Soldat Kamma | guard |
| Jannike | spellcrafting/alchemy | | Forsvarer Meino | guard |
| Micalla | alchemy | | Beskytter Lennard | guard |
| Werna | tradeskill supplies | | Soldat Pael | guard |

| | | | | |
|-----------|---------------------------|----------|--------------------|---------------------|
| Baillidh | healer | H | Bharain | tradeskill supplies |
| Ailpein | vault keeper | I | Saighdear Cleirach | guard |
| Caoilainn | enchanter | B | Arreyder Dayna | guard |
| Ceallach | recharger | E | Curaidh Nonna | guard |
| Diancecht | smith | R | Saighdear Tiriona | guard |
| Suisyn | merchant – arrows | N | Curaidh Athdar | guard |
| Kyne | merchant – poison | I | Arreyder Hiraele | guard |
| Rafele | spellcrafting and alchemy | A | Arreyder Glendon | guard |
| Tycana | alchemy | | Curaidh Jenoyra | guard |
| Kayna | tradeskill supplies | | Saighdear Ruvan | guard |



Volcanus: Typhon's Reach



Chapter 8

Zones: Volcanus

Typhon's Reach Monsters

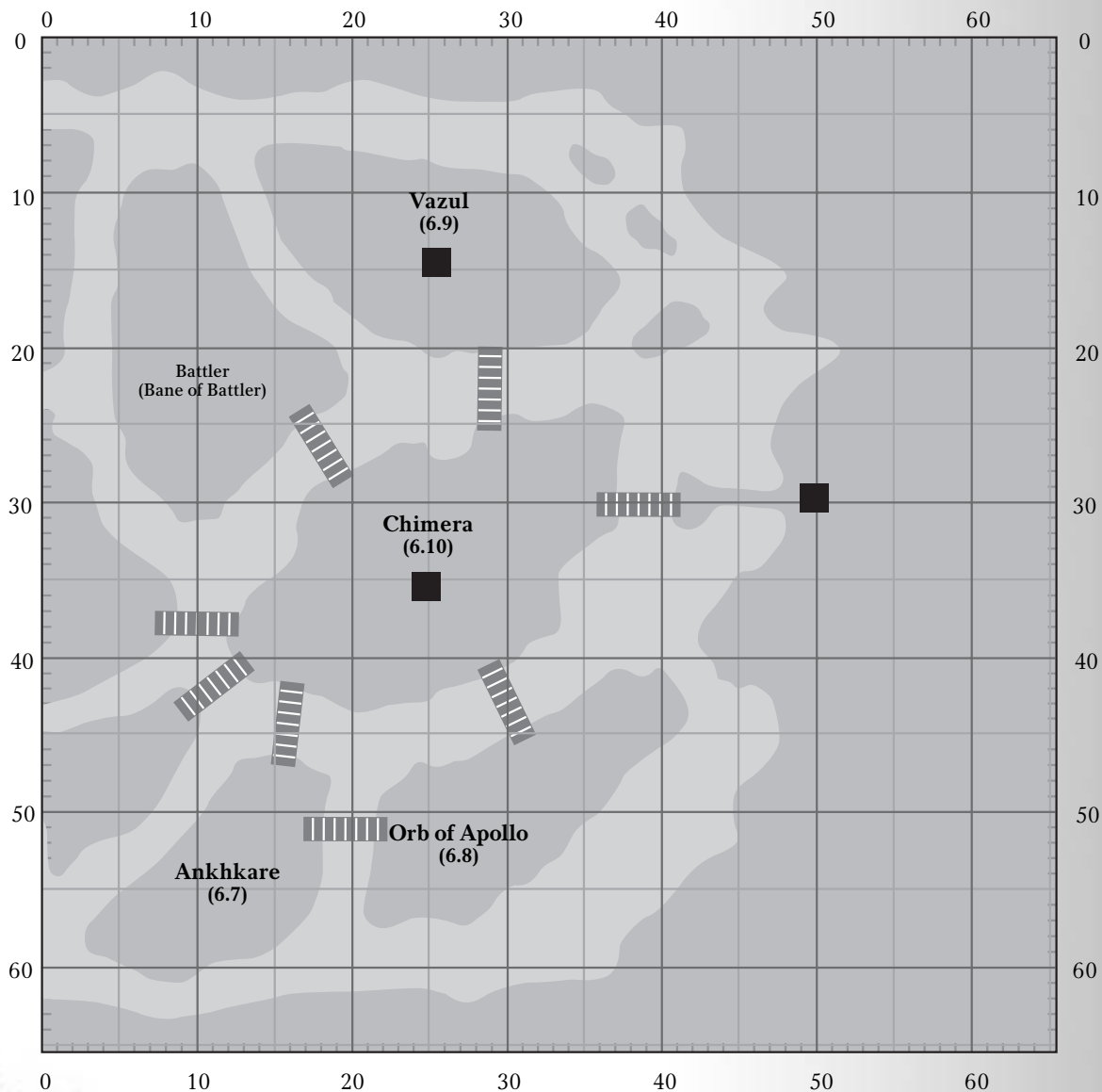
| Name | Level |
|---------------------------|-------|
| Administrator Alban | 65 |
| aged statue | 48 |
| Algmar | 50 |
| am-he salamander | 65 |
| Am-he's Fire | 50 |
| Anathemic Salamander | 75 |
| Andranchos Xuthos | 80 |
| Aphyne | 65 |
| Arastia | 65 |
| Ausar | 68 |
| Ausar Siam-he priest | 61 |
| Ausar Siam-he warrior | 63 |
| Ausar's Charm | 50 |
| Azar | 65 |
| Barthalos | 50 |
| Belderim | 50 |
| Bronyar | 50 |
| Bronyar's Guard | 50 |
| Corrupted Form of Cenalon | 50 |
| Crazed Adventurer | 70 |
| criosphinx guardian | 57 |
| criosphinx witness | 50 |
| Disciple of Malamis | 45 |
| enthralled taur | 55 |
| Fadil | 70 |
| greater criosphinx | 99 |
| haje-uraei | 57 |
| High Priest Akil | 73 |
| Kakhet | 68 |
| Kakhet Siam-he priest | 61 |
| Kakhet Siam-he warlock | 62 |
| Kakhet Siam-he warrior | 63 |
| Kakhet's Charm | 50 |
| Lateef | 50 |
| lava bug | 56 |
| lava leaper | 48 |
| Livid Salamander | 70 |
| Malamis | 74 |
| Melatios | 54 |
| Nebkare | 68 |
| Nebkare Siam-he priest | 62 |
| Nebkare Siam-he warlock | 63 |

| Name | Level |
|----------------------------|-------|
| Nebkare Siam-he warrior | 61 |
| Nebkare's Charm | 50 |
| Pallida-Uraei | 60 |
| Sahathor | 68 |
| Sahathor Siam-he priest | 63 |
| Sahathor Siam-he warlock | 61 |
| Sahathor Siam-he warrior | 62 |
| Sahathor's Charm | 50 |
| salamander | 53 |
| salamander hatchling | 48 |
| Samut | 80 |
| Setau | 68 |
| Setau Siam-he priest | 62 |
| Setau Siam-he warlock | 61 |
| Setau Siam-he warrior | 63 |
| siam-he anubite prisoner | 50 |
| siam-he chanter | 67 |
| siam-he devotee | 54 |
| siam-he horian prisoner | 50 |
| siam-he mau prisoner | 50 |
| siam-he mau prisoner | 50 |
| siam-he plebian | 54 |
| siam-he portal priest | 67 |
| siam-he prema | 67 |
| siam-he premloch | 61 |
| siam-he sacrificial escort | 61 |
| siam-he setian prisoner | 50 |
| siam-he sobekite prisoner | 50 |
| Siraadi | 76 |
| Soleh | 60 |
| Sudari | 60 |
| summoned salamander | 51 |
| Sutekh | 77 |
| Taharga | 68 |
| Taharga Siam-he priest | 63 |
| Taharga Siam-he warlock | 61 |
| Taharga Siam-he warrior | 62 |
| Taharga's Charm | 50 |
| taur altheus | 61 |
| taur Anax | 75 |
| taur arieos | 54 |
| taur aristos | 62 |

| Name | Level |
|-----------------|-------|
| taur craftsman | 54 |
| taur elder | 65 |
| taur foreman | 70 |
| taur gatekeeper | 65 |
| Taur Gladiator | 59 |
| taur guardian | 61 |
| taur iater | 61,63 |
| taur jester | 65 |
| taur koloios | 62 |
| taur machairo | 58 |
| taur machetes | 59,61 |
| taur magos | 63,65 |
| taur phulax | 63,65 |
| taur pit boss | 65 |
| taur purphoros | 57 |
| Taur Scribe | 61 |
| taur skopos | 59 |
| taur spectator | 50 |
| taur sphaktes | 52 |
| taur suletor | 63,65 |
| taur telete | 61 |
| taur toxotes | 63,65 |
| taur warlord | 65 |
| taur xenos | 61 |
| Telaus | 53 |
| Udaji | 70 |
| uraeus | 50 |
| Uranya | 53 |
| Velndar | 52 |
| Ylyssan | 65 |



Volcanus: Ashen Isle



Chapter 8

Zones: Volcanus

Ashen Isle Monsters

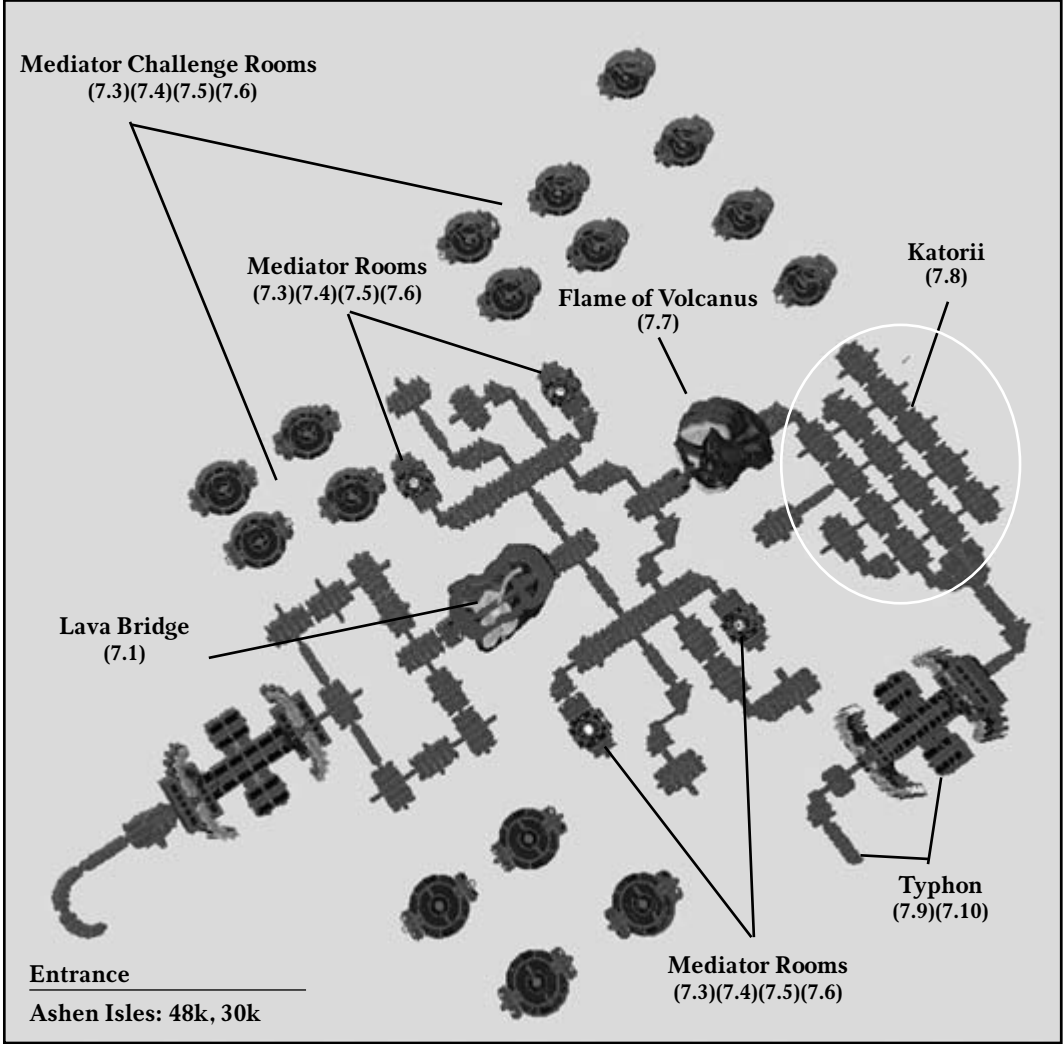
| Name | Level |
|---------------------|-------|
| ancient bound djinn | 70 |
| Ankhkare | 99 |
| Ankhkare's Guardian | 60-2 |
| Battler | 75 |
| Chimera | 82 |
| criosphinx guardian | 57 |
| efreeti | 60 |
| efreeti challenger | 61 |
| efreeti overseer | 60 |
| elite taur defender | 65 |
| fiery barrier | 99 |
| fireball effect | 99 |
| Ingegard | 60 |
| Ingvar | 63 |
| lava bug | 56 |
| Orb of Apollo | 70 |
| Rolf | 50 |
| salamander | 53 |
| siam-he plebian | 54 |
| taur altheus | 61 |
| taur arieos | 54 |
| taur aristos | 62 |
| taur craftsman | 54 |
| taur elder | 65 |
| taur fielder | 54 |
| taur guardian | 61 |
| taur iater | 61,63 |
| taur koloios | 62 |
| taur lancer | 65 |
| taur machairo | 58 |
| taur machetes | 59 |
| taur magos | 63 |
| taur phulax | 63 |
| taur portalmaster | 61 |
| taur purphoros | 57 |
| taur skopos | 59 |
| taur sphaktes | 52 |
| taur suletor | 63 |
| taur telete | 61 |
| taur toxotes | 63,65 |
| uraeus | 50,52 |

| Name | Level |
|-------|-------|
| Vazul | 85 |
| Yngve | 65 |





Heart of Volcanus Dungeon



Chapter 8

Zones: Volcanus

Heart of Volcanus Monsters

| Name | Level |
|------------------------------|-------|
| apophian aggressor | 62 |
| apophian archon | 65 |
| apophian crusher | 60 |
| Apophian Dissos | 55 |
| apophian enforcer | 61 |
| controlled apophian | 62 |
| controlled hephaestian | 62 |
| controlled shaitan | 62 |
| controlled volurgon | 62 |
| corrupt volurgon | 60 |
| feuding apophian | 62 |
| feuding hephaestian | 62 |
| feuding shaitan | 62 |
| feuding volurgon | 62 |
| Flame of Volcanus | 75 |
| flame sphere | 60 |
| hephaestian archon | 65 |
| Hephaestian Flame | 42 |
| Hephaestian Katarch | 67 |
| Katorii | 78 |
| Katorii's Blood | 75 |
| Katorii's Breath | 75 |
| Katorii's Deathtouch | 50 |
| Katorii's Foresight | 50 |
| Katorii's pet | 50 |
| Katorii's Touch | 75 |
| Mediator of the Apophians | 50 |
| Mediator of the Hephaestians | 50 |
| Mediator of the Shaitan | 50 |
| Mediator of the Volurgons | 50 |
| mischievous volurgon | 61 |
| shaitan archon | 65 |
| Shaitan Enara | 65 |
| shaitan idol | 70 |
| shaitan zealot | 70 |
| Typhon | 85 |
| unruly volurgon | 62 |
| volurgon archon | 65 |
| volurgon chronomancer | 64 |
| Volurgon Mandra | 60 |
| volurgon psytinel | 60 |
| volurgon wretch | 62 |





Aerus

Aerus appears to be an ideal place. Green and lush, unlike the other zones that seem dangerous...which they are, of course. However, Aerus, for all its peaceful exterior, is home to some of the most dangerous creatures in Atlantis — centaurs, cyclopes and sphinxes. Most encounters in Aerus will require several players, or groups.

Zones

There are two main zones in Aerus:

- Green Glades
- Arbor Glen

Haven

The Haven of Aerus is actually in Oceanus Notos at approximately 57k, 58k.

Dungeons

In addition to the two sub-zones, there is Aerus City, a floating city in the sky that is the equivalent of a dungeon for the Aerus Zone. It is in Aerus City that the Trials come to completion.

Boat Routes

Boats are available from Aerus Haven to sail to Oceanus or to Stygia.

Factions

There is one faction in Aerus that can be raised. It is the faction known as the Eleutheros Cyclopes. These Cyclopes refuse to be made anyone's servant ever again. Their enemies consist of the Cyclopes Hegeomai, who seek to conquer the lands of Aerus, and the Centaurs, who have always had a hatred for all Cyclopes. While players start out neutral with the Eleutheros Cyclopes, it is easy to lose that neutral faction. Players can raise their faction by hunting the Cyclopes Hegeomai and the Centaurs.

Players can also raise their faction through a repeatable quest given out by Eliana. She can be found not far over the border in Green Glades. Players with neutral faction can also speak to some of the Eleutheros Cyclopes in Arbor Glen to obtain regular quests.



Chapter 8

Zones: Aerus

Aerus Haven NPCs (Oceanus Notos)

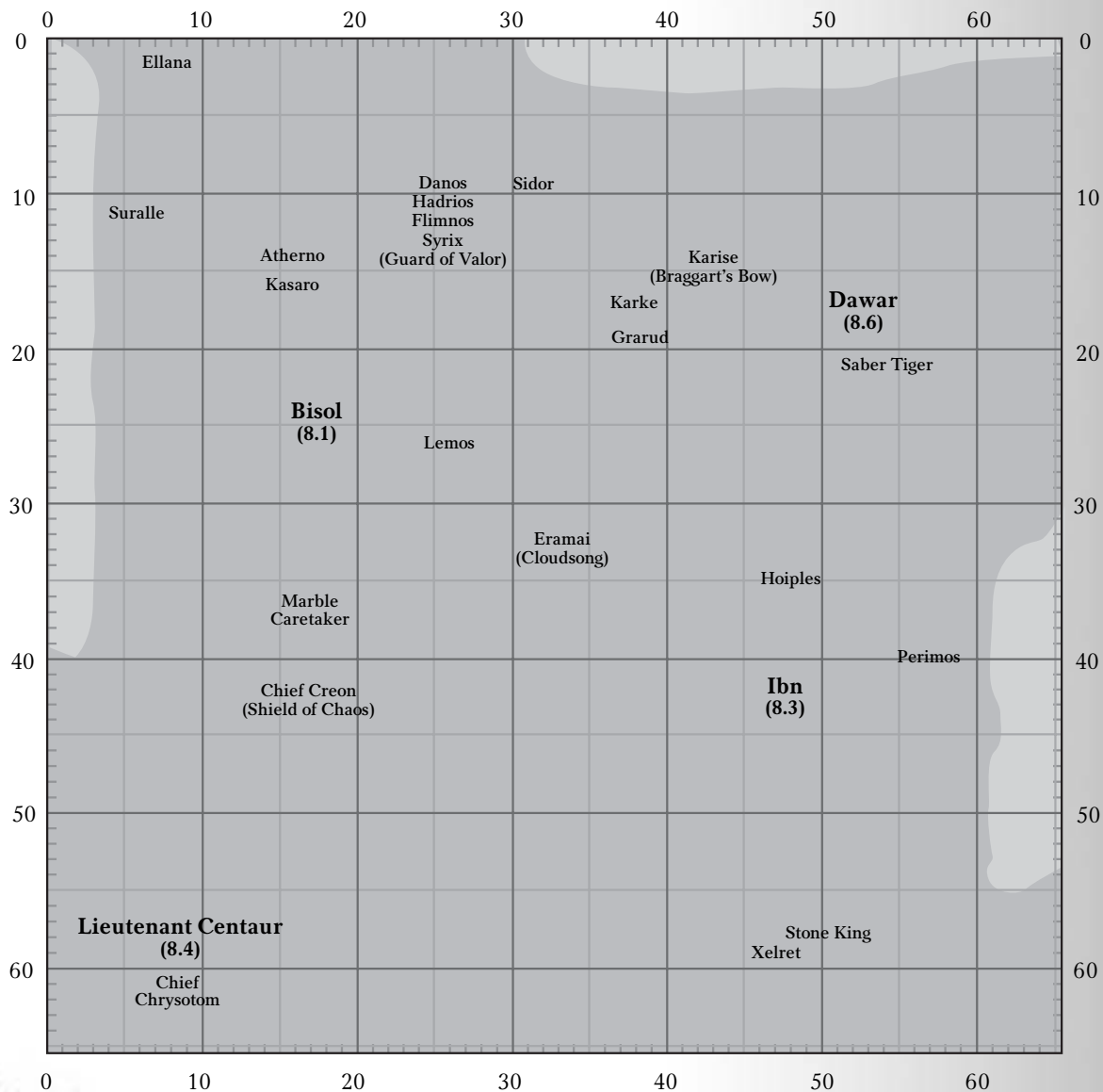
| | | | | |
|---------------|-----------------------|----------|-----------------------|---------------------|
| Sister Seniha | healer | A | Tamra | tradeskill supplies |
| Beyhan | recharger | L | Defender Mellion | guard |
| Kevia | enchanter | B | Soldier Dynria | guard |
| Aydin | smith | I | Soldier Taogh | guard |
| Hedra | merchant—arrows | O | Defender Adya | guard |
| Teyrn | merchant—poison | N | Man-at-Arms Rannall | guard |
| Silyen | vault keeper | | Defender Alainne | guard |
| Henry | spellcrafting/alchemy | | Man-at-Arms Tayin | guard |
| Elika | alchemy | | Woman-at-Arms Josiane | guard |
| Edgan | tradeskill supplies | | Soldier Machan | guard |

| | | | | |
|-----------|-----------------------|----------|--------------------|---------------------|
| Leena | healer | M | Birget | tradeskill supplies |
| Ruupo | merchant—arrows | I | Soldat Peder | guard |
| Teklan | merchant—poison | D | Forsvarer Britha | guard |
| Riikka | recharger | G | Beskytter Fridolf | guard |
| Maissa | enchanter | A | Soldat Lonneka | guard |
| Janika | smith | R | Forsvarer Jerle | guard |
| Khrystena | vault keeper | D | Beskytter Rauna | guard |
| Anselm | spellcrafting/alchemy | | Soldat Greger | guard |
| Hjerton | alchemy | | Forsvarer Viveke | guard |
| Orjan | tradeskill supplies | | Beskytter Seigleif | guard |

| | | | | |
|---------|---------------------------|----------|-------------------|---------------------|
| Arienh | healer | H | Wenllyan | tradeskill supplies |
| Briona | vault keeper | I | Curaidh Sionn | guard |
| Vayog | enchanter | B | Saighdear Evegren | guard |
| Cacei | recharger | E | Saighdear Peran | guard |
| Darowya | smith | R | Arreyder Selevan | guard |
| Uileos | merchant—arrows | N | Arreyder Lyneth | guard |
| Peggy | merchant—poison | I | Curaidh Donyarth | guard |
| Breward | spellcrafting and alchemy | A | Arreyder Derrine | guard |
| Madron | alchemy | | Saighdear Paarig | guard |
| Jowan | tradeskill supplies | | Curaidh Awena | guard |



Aerus: Green Glades



Chapter 8

Zones: Aerus

Green Glades Monsters

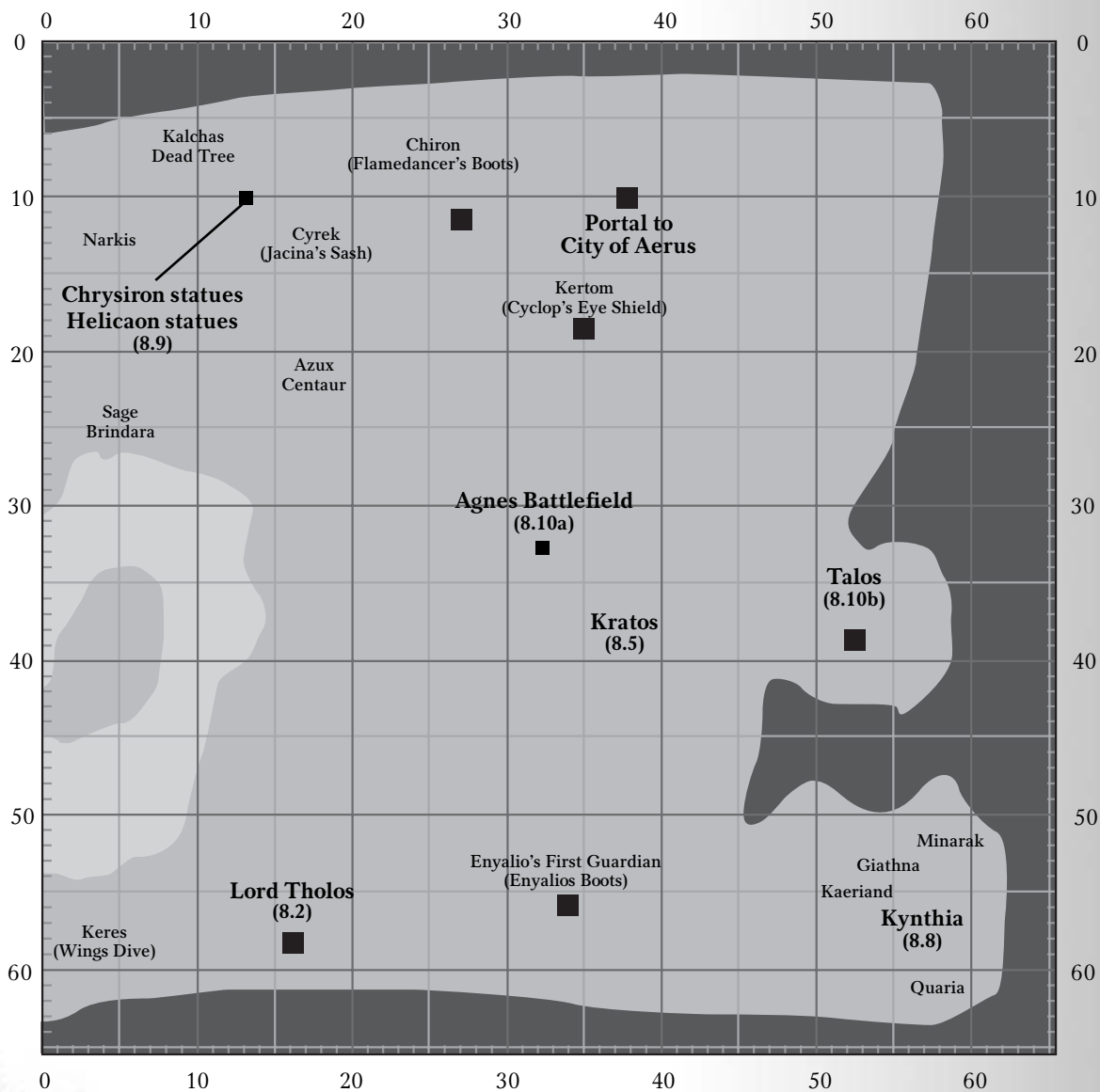
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| Aerus Marble Statue | 66 |
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| centaur hunter | 60 |
| centaur impaler | 54 |
| centaur loner | 56 |
| centaur lookout | 59 |
| centaur mage | 60 |
| centaur messenger | 61 |
| centaur naturalist | 54 |
| centaur patroller | 55,58 |
| centaur patron | 56 |
| centaur sage | 61 |
| centaur scout | 59 |
| centaur scout superior | 64 |
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| centaur warrior | 60 |
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|--------------------------|-------|
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| cyclops agreus | 57 |
| cyclops agrotos | 58 |
| cyclops apostates | 56 |
| cyclops huleros | 59 |
| Danos | 75 |
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| Eliana | 51 |
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| jinni of the dawn | 65 |
| Karise | 75 |
| Karise's Guardian | 56 |
| Kasora | 67 |
| krateros cyclops agnomon | 59 |
| Leandro | 57 |
| Lord Dasirual | 71 |
| marble caretaker | 61 |
| marble enforcer | 63 |

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|-------------------------|-------|
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Aerus: Arbor Glen



Chapter 8

Zones: Aerus

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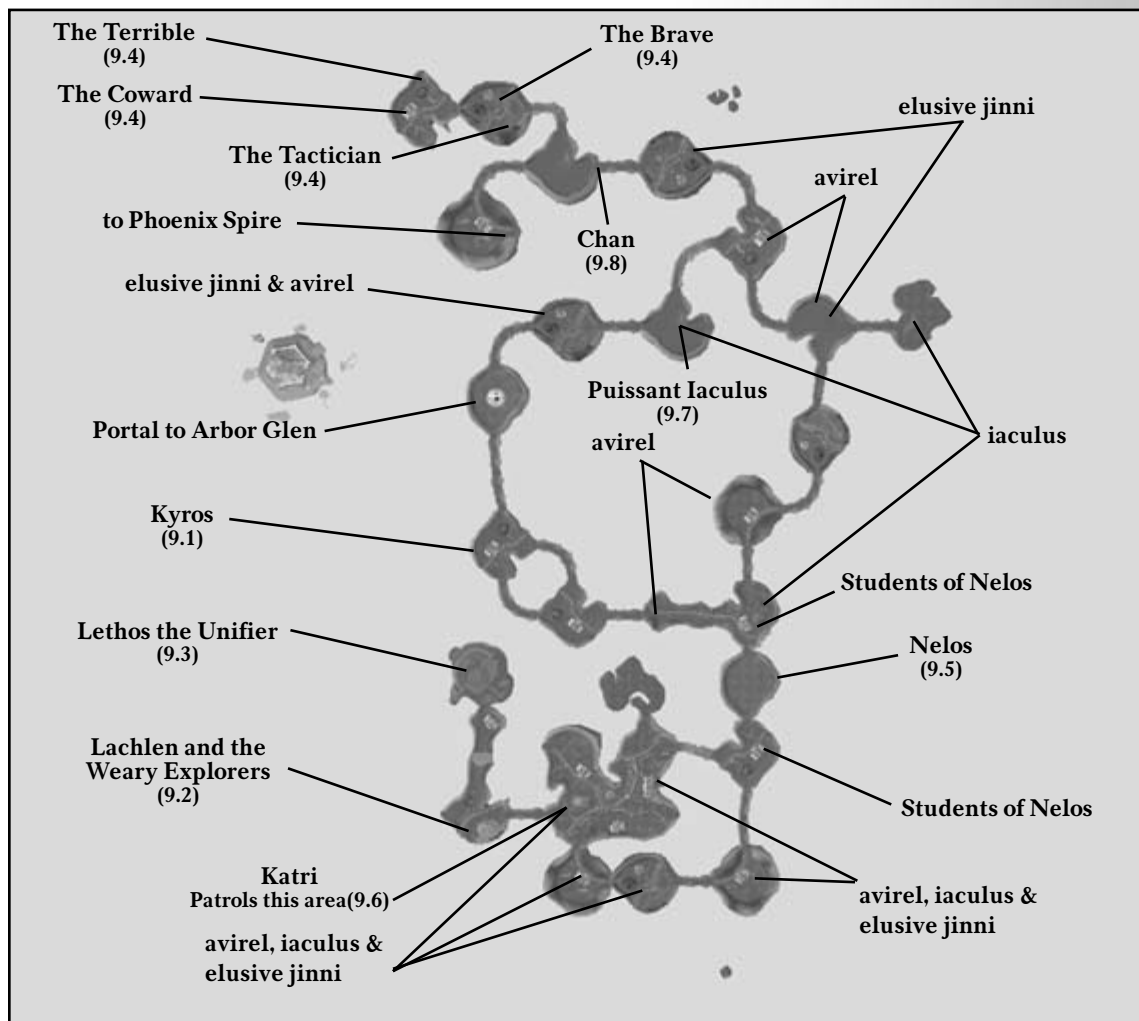
| Name | Level |
|---------------------|-------|
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| Agne | 70 |
| altheus Talos | 70 |
| ancient bound djinn | 70 |
| Azux Centaur | 56 |
| Balasi | 72 |
| Behrooz the Jinni | 64 |
| Bergopes | 72 |
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| centaur forager | 56 |
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| centaur healer | 54,60 |
| centaur hunter | 60 |
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| centaur loner | 56 |
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| gorgon recluse | 71 |
| gorgon slinker | 68 |
| gorgon stalker | 65 |
| gorgon watcher | 65 |
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| jinni of the dawn | 65 |
| Kaeriland | 70 |
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| Lord Tholos | 80 |
| Maur son of Creon | 60 |
| Minarak | 70 |
| Narkis | 56 |
| Nemos son of Creon | 60 |
| Piet son of Creon | 60 |
| Quaria | 70 |

| Name | Level |
|--------------------------------|----------|
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| Tholos at the Military Academy | 50 |
| Tholos Tournament Champion | 60 |
| Tholos's soldier | 55 |
| Tholos's soldier | 60 |
| Trainee | 45 |
| wandering jinni | 60 |



Aerus City

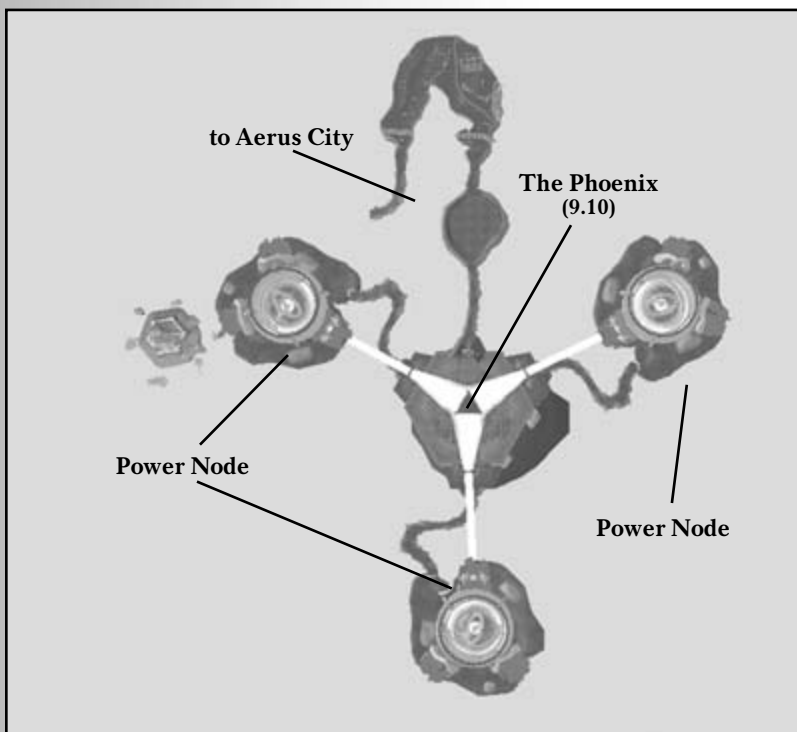


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Zones: Aerus

Aerus City – Phoenix Level

Aerus City Monsters



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| avriel controller | 65 |
| Avriel Guardian | 60 |
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| elusive jinni | 61 |
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| Generator Operator | 70 |
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| iaculus | 50 |
| Jai | 99 |
| Katri | 70 |
| Katri's Personal Guard | 65 |
| Kiran | 80 |
| Kyros | 75 |
| Lachlen | 75 |
| Lahamu | 99 |
| Lethos the Unifier | 78 |
| Nelos | 75 |
| Neola | 65 |
| Phoenix Ozos | 70 |
| rooting statue | 65 |
| Roshan | 80 |
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| soldier of the tactician | 63,65 |
| student of Nelos | 68 |
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